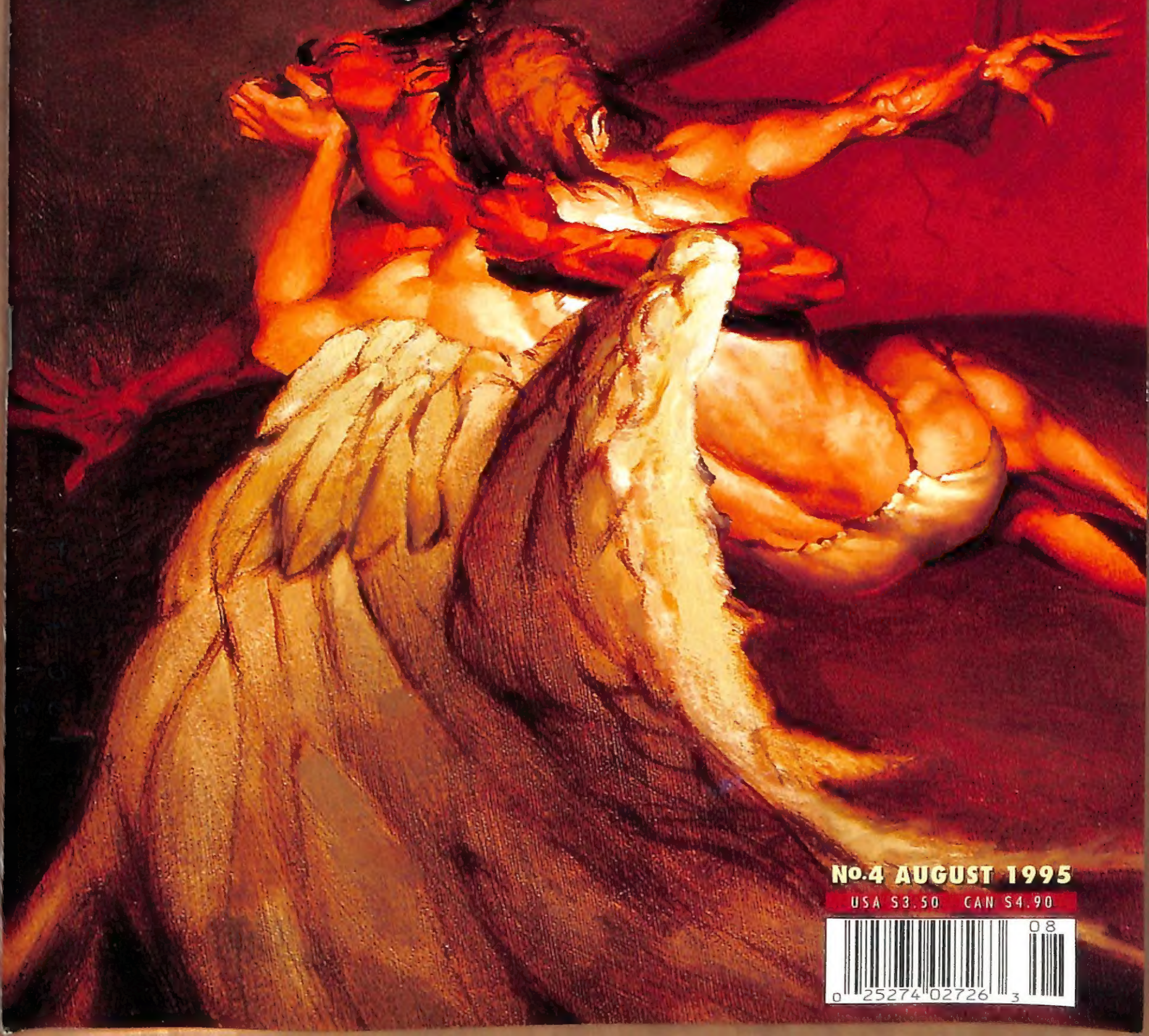


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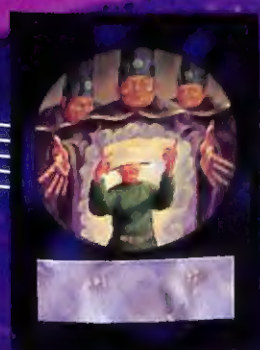


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c o n t e n t s

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Look! It's NEW!

ICE AGE



■ Apparently that ozone problem was worse than we thought, because a new *Ice Age* has arrived.

Check out our *Ice Age* Top Ten on page 24 and a complete listing on page 86.



■ Does God consider smiting you for playing fantasy games?

See page 30 for the answer.



Cover Artist

Robb Ruppel, the talented TSR painter whose incredibly beautiful art adorns much of the *AD&D* Planescape and Ravenloft settings, depicts this month's angel vs. fallen angel cover. Look for more of Robb and his art on page 36.

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COMIC
IMAGES

Taxi-Tested Tough

I'm Robin James Ramos, the design director for *InQuest* magazine. It's my job to create a magazine you guys like to read or look at. I prefer look at.

Last February, a cadre of publishing types sat down around a table and spoke of the next big publication to be produced within the friendly confines of 151 Wells Ave. Listening to the fanfare and enthusiasm being bandied about, I sat, amused, and thought to myself, "What the heck is *Magic*? These guys are drooling over this silly card game like junkyard dogs over filet mignon!" You've got to see the editors' eyes sparkle as they tell their tales of victory. Moxie this, spell that—and the real kicker, Enchant Enchantment! Ooof! How about a good game of hoops, or some softball? C'mon guys, get real!

That was before I spoke to my nephews, ages 10 and 11. When I first mentioned *Magic: The Gathering* to them, they didn't seem to know much about it, or about the many other games we cover here in *InQuest*. But a short time afterward, they knew all too much. And now you'd be surprised what willing helpers David and Ivan can be with a pack of *Magic* cards as the bounty.

Still, as we started to work on our initial issue, I couldn't help but wonder if we were just coasting in the wake of a big phenomenon. Sometimes, during the many long days we spent here building the perfect beast, we banged our thumbs and stubbed our toes. But our efforts paid off: *InQuest* is taxi-tested tough.

I think our energy translates well into the product you see. As each month passes, you should be comforted by the fact that we're slaving away to produce the magazine equivalent of a seven-layer chocolate cake—one that gets better with every bite you take.

In closing, I want to say thanks for writing in and sharing your feelings about our magazine. It's great to hear your praise and equally important to hear your criticism. It's our goal to constantly evolve and improve upon a product that you the consumer will want to read—and look at.

Thanks,



Robin James Ramos
Design Director



the guys and gals who make this



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As if we didn't have enough cool stuff to kick around the studio, as my blen if you guys send us your hottest software, toys, games, action figures, ideas and electronic doodles (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmo, so send it along to: *InQuest* Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Printed in USA.

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INQUISITION

We're fat and stupid

Two points stand out above the rest in all your letters.

First off, you want a thicker mag. For those of you keeping score at home, you'll notice that issue #3 was eight pages bigger than #2, and this issue is eight pages bigger than #3. And we ain't finished yet.

Secondly, we're never to use the words **Blood of the Martyr** and **COP: White** in the same sentence again (except for this one last time). Y'see, in issue #2, we said you could save your creatures by redirecting damage from, say, an Earthquake to yourself. But since **Blood of the Martyr** isn't the source of the damage, you need a **COP** of the appropriate color—in Earthquake's case, red—to spare yourself injury! Sorry for the mix-up.

Anyway, on to the letters...

Under the Microscope

I wasn't impressed with your debut issue. It seemed like a good intro to collectible card games for novices, but that was it.

Your #1 issue was a vast improvement. The humor is good, but don't let it consume too much space. For example: the article "Ultimate Chaos" was funny, but don't take up that much space every issue for humor. Things like the V-8 can in the table of contents were really good and didn't take up a lot of space. Please don't overdo potty humor and the language stuff.... It isn't really necessary for good communication. Be a little more creative in finding ways to say the scatological....

Southeast Asia has a saying: "Give a man a fish and you've fed him one meal. Teach a man to fish and you've fed him for a lifetime." Teach us how to build decks, how to get started, first steps, themes to use (not the whole deck), combos, what works and what doesn't, things to look for, and things to defend against.

Try not to feed too many decks to people (no more than one per issue)....

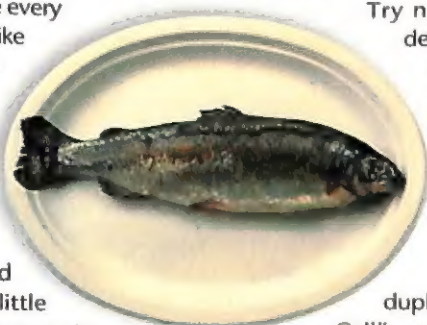
Articles on people like Wänerstrand could be very interesting. Usually we only hear about Dr. Garfield.

You don't have to duplicate Wizard's "Casting Call"—wasted space to me....

The article on *Magic* comics was good,



"Man, those jalapenos are hot!"



though. Try to keep your attention focused on CCGs and things directly related to them.

Your price guide was one of the best features, but try not to let it take up too much space.... Sometimes I feel ripped off by *Wizard* because there are all those pages in the back with no articles to read.

Describing what each *Magic* card does is magical! It allows me to do some deck-building work on paper without thumbing through my cards. Please continue this, and add *Ice Age* when you have the info. Power ratings and artist listings are helpful.

I would also like to see a good review section that would contain capsule reviews of all things related to collectible card games... No one is really doing this now. I think it would be a stand-out addition. Traditionally, game mags have done this, and I've found it very helpful and interesting.

Well, thanks for reading; I hope some of this will be useful. I will be looking forward to seeing the magazine grow and mature.

Magically yours,

Charles Hadden
Havertown, PA

Growing, yes. Maturing, no.

Good comments and critiques. Your dead-on about needing a generic "Here's how to build a deck" piece. We've got one on tap. Keep an eye out for a game review next issue, and drop us a line tellin' us what you thought of this issue's Ice Age price guide.

Dairy Products

In the Thorndike Barnhart Advanced Dictionary, the definition for the word cheap is "easily obtained... of little value; not worth respect; common; cheap entertainment."

My definition of cheap is playing burn decks: four Fireballs, four Disintegrations, four Infernos, four Lightning Bolts, four Mana Flares, four Chain Lightnings, four Pyrotechnics, four Goblin Grenades, and all the Goblins ever made. I think it would be nice if this deck was made to destroy creatures, but most people have no creative skills and end up making common burn decks.

My brother plays this same burn deck. I play white and blue, and do anything to counter his burn deck. Counterspells, Blue Elemental Blasts, Red Wards, COP: Reds, even Tivadar's Crusade. He claims that I am cheap for throwing those in my deck.

Now would you say I was the cheap one, or my brother?

Jerry DiBona
Philadelphia, PA

Jerry, your brother is a cheesehead. What's worse, he's but one cheesehead in a vast herd of cheeseheads, wandering the plains of Magic, grazing on ill-earned victories and wallowing in their lack of creativity. The best thing you can do is put him out of your misery by pulling a white/blue deck off the wall

over the fireplace, and loading her up with Reverberations, COP: Reds, Reverse Damages, Eye for an Eye, Tivadar's Crusade (wow, I can't believe I just told somebody to put Tivadar's Crusade into their deck), Conversions, Red Wards, Dark Spheres, and counters up the wazoo.

Publish Me!

If I were able to write a new collectible trading card game, how would I go about getting it published?

Joshua Goldwasser
Cyberspace

Why, you could check out the feature on how to break into game design in the next issue of InQuest. (Wow, shameless self-promotion at its finest!)

Computer Connection

You should go on-line with live talkers.

Magic Man
Cyberspace

We're working on a Wizard and InQuest forum for America Online. (Man, how many more of these plugs can we fit in here?) As soon as we have any info, you (and whoever else reads this letters column) will be, like, the 87th person to know.

Q & A

I have a couple of questions:

1) I play a red/green deck. My friend has an all-white deck. Is there anything I can do about Wrath of God, Eye for an Eye, Swords to Plowshares, or those stupid Serra Angels? I never have anything out long enough to win.

2) Can Tranquility beat COP: Green or Green Ward?

3) If I cast Regeneration on something and it dies, does it keep the Regeneration when it comes back?

4) If a creature has Green Ward can it be blocked by a green creature? (I know there is no damage done by the green creature.) Can a wall block it?

5) Which is better, Hires or A&W? I think it's A&W.

"Big Al"
Fairfax, VA



■ "Hola! Me llamo
Hermano de Jerry. Mi
cabeza es una plancha
enorme de queso."



1) Hmm...try Flashfires, Fork, Mountain Yetis, and Quarum Trench Gnomes (who?) in red. Green really isn't anit-white, but you can try some all-purpose cards like Tranquility and Desert Twister. Not to mention all the new Ice Age cards.

2) Sure. Tranquility (boy, that card's good, huh?) doesn't target the Green Ward specifically, so it destroys it along with all other enchantments, including the COP: Green.

3) Yes, if you use Regeneration before the creature hits the graveyard and if nothing destroys Regeneration. If your opponent triggered a Nevinyrral's Disk, Regeneration would save the creature it enchants, but would then head off to the graveyard itself. You can't regenerate a buried creature, or one that has been removed from the game.

4) If a creature has a Green Ward on it, it takes no damage from green creatures, it cannot be blocked by green creatures, and it cannot be targeted by green creatures or green spells.

5) A&W. After all, it's got that frosty mug taste.

Alpha bits

We went through our Alpha cards and came across a Circle of Protection: Black. In your price list, it says that this card didn't arrive until the Beta edition. However, our card has a black border and you state that this indicates an Alpha card. Did you misprint this information or did we get ripped off?

New fans,

Mr. & Mrs. S. Ferland
Saskatchewan, Canada

Rumor has it that Wizards of the Coast forgot to put the Circle of Protection: Black in the Alpha edition, so they remedied the situation and stuck it in the Beta edition (same thing with Volcanic Islands). As for the black border problem, both the Alpha and Beta sets have black borders. I know...confusing. In order to tell the difference between the two, you have to check the corners: Alphas have more rounded corners than Betas.

And that...is that. So until next month, keep your mana ready and your Atogs frisky. I'm outta here.



Send yer letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Stumpers



Q: If I cast a Blood Moon, would it turn snow-covered lands into mountains?

—B. Todd, New York, NY

A: No. Snow-covered lands, according to the Ice Age rule book, are basic lands.

Q: I have a Goblin Sappers and a Blinking Spirit out. I spend four red mana, send the Blinking Spirit in unblocked, and do two points of damage. Can I then "unsummon" it back to my hand with its special ability to keep it from dying at the end of combat?

—D. Prince, Cornwall, NY

A: No. Once damage is assigned, the only legal fast effects are damage prevention, redirection, and reduction and creature regeneration and effects triggered by creatures going to the graveyard (like the Sengir Vampire getting a counter and using a Soul Net).

Q: My Illusionary Forces is currently at a cumulative upkeep of two blue mana. My opponent casts Icy Prison to remove it from the game. Several turns later, Icy Prison is destroyed and my Forces return. Do they now have a cumulative upkeep of three, or is the cumulative upkeep reset?

—R. Thompson, Hollywood, FL

A: Cards that leave play lose all memory of their previous existence. Therefore the cumulative upkeep is cleared.

Q: My Magus of the Unseen untaps my opponent's Icy Manipulator and attempts to steal it. Can my opponent use the Icy at that moment to prevent me from using it?

—P. Carter, Los Angeles, CA

A: According to the new targeting rules, the only real requirement for the target of the Magus is that it be an artifact, so you would get the artifact no matter what. Because the Magus specifically says that it untaps the target artifact, you will always get control of it untapped.

Q: Now that there's a new Dark Ritual, can I put eight of them in my deck?

—S. Santorpio, Phoenix, AZ

A: Nope, because the name of the card is the same. You can't put eight Iration Scouts in your deck just because they have different art.

Q: I attack with two flying creatures, and my opponent blocks each one with a flying creature. I tap General Jarkeld to switch the defending creatures, but my opponent responds by casting Vertigo on one of his own creatures. Would this create an illegal blocking situation and negate the General's ability?

—D. Sanderson, Hartford, CT

A: Yes.

Special thanks to Rich Redman and Tom Wylie at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

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■ "Key! Who stole my virgin? How can we have a sacrifice with no virgin?"

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MORE CARDS?

HOW WILL PLAYERS KEEP UP WITH NEW GAMES

When *Magic: The Gathering* first hit the stores, it was the only collectible card game of its kind. But that distinction didn't last long. As soon as other companies saw *Magic's* incredible sales, they leapt into the card game market as well.

And now the banks of the collectible card game river are overflowing. This August, over 30 new games will compete with one another. Most people feel that there are too many for all of them to succeed.

"I don't understand why companies put games out so quickly. If they want to do well with the players, they should take the time to make the game one that we will want to play," says player Pete Russo of Monroe, N.Y.

"It's getting out of control," remarks Anthony Carlini of Monroe. "I was into *Magic* when it first hit, but even that got out of control with all the expansions. There's no way I could even keep up with all the other games."

Promoting a game before it hits the market can encourage people to pick it up, but no amount of hype will help if the players hate it. Word of mouth carries much more weight among players than promotions or advertisements. "We try to show a little bit of preview material for the games," says James Rogers, manager of Diamond Collectibles in Astoria, N.Y. "But players tend to stay with [the games] they know."

And not only players. According to David Talasek, manager of the Dugout in Ellicott City, M.D., the flood of cards won't be affecting retailers all that much. "I don't think it will [affect the card market] at all because most retailers will not carry the new card games."

Like players, retailers believe that only a handful of new games will survive the current market barrage. Fleer's *Marvel OverPower*, WildStorm Productions' *WildStorms*, and Caliber Game Systems' *Spawn* set for *Power Cardz* top the list, and these may last only because they use popular comic characters.

"I'll only be carrying *Magic*, *Star Trek*, and *Star Wars*," says Neil Wetzler of Web Head Enterprises in Wakefield, Mass. "We can do one or two of them well, or do all of them half-assed."

Wetzler suspects that the flood of cards will be bad for gamers and collectors. "It will drive a lot of people away, just like the flood of comics and sports cards did to those markets."



THE BANKS OF THE COLLECTIBLE CARD GAME RIVER ARE OVERFLOWING. THIS AUGUST, OVER 30 NEW GAMES WILL COMPETE WITH ONE ANOTHER.

HYBORIAN GATES

THE GATES OF HYBORIA

**CARDZ IS
CELEBRAT-
ING THE
LAUNCH OF
ITS HYBO-
RIAN GATES
CARD GAME
WITH A
1,000-PRIZE
CONTEST.**

newsletters, one for each race in the game. Each time a player subscribes to one of these "dimensional" newsletters, he or she will receive a unique card

Retailers can win even more valuable prizes. Each registration form they return counts as an entry in a contest with 1,000 prizes, including autographed Boris Vallejo books; uncut *Hyborian Gates* card press sheets; limited edition, signed, numbered Vallejo and Julie Bell fine art prints; complete boxed sets of *Hyborian Gates* Limited Edition cards; and Vallejo and Bell in-store appearances for autograph signings and tournaments.

The grand prize will be a 10-day, guided-tour vacation to an Earthly equivalent of the six dimensions in the game: Asgard's equivalent is Scandinavia; Atlantis', a Bahamian cruise; Gaea's, Ireland; Osiris', Egypt; and Hyboria's, Greece.

The drawings for the contest will begin at Gen Con in August and continue through January 1996, when the grand prize will be drawn.

Consumers who fill out the registration forms found in double decks and booster packs can collect *Hyborian Gates* Trooper Kits from their local retailer. The kits include an exclusive *Hyborian Gates* card, a *Hyborian Gates* bumper sticker, a temporary tattoo, a static cling window sticker, a lapel pin, a plastic shirt badge with three campaign ribbons, and the premier issue of *Hyborian Gates Times Newsletter*.

The *Hyborian Gates Times Newsletter* is filled with hints on deck building, listings of *Hyborian Gates* conventions and gaming events, and information on how players can earn campaign ribbons. The newsletter contains subscription forms for six

Doomtroopers on the March

A slew of *Mutant Chronicles* products are on the way, spearheaded by video games that are scheduled to be out this summer for Sega Genesis and Super Nintendo.

Published by Playmates Interactive Entertainment, the video game will feature Mitch Hunter and Max Steiner, whose job is to hunt down the Nepharite Overlord Alakhai. To do this, they must fight their way through the jungles of Venus, the deserts of Mars, and the caves of Mercury. The final battle takes place in Alakhai's Citadel.

In October, Heartbreaker Hobbies & Games is releasing a guidebook, *Doomtrooper Player's Companion*, to its collectible card game. The book will feature illustrations by *Doomtrooper* artists, hints for players, and a guide to the *Mutant Chronicles* universe. The book will also have 48 full-color pictures.

The following month, three related products are set to roll. *Mortificator*, Heartbreaker Hobbies & Games' third expansion set for its *Doomtrooper* game, will feature 122 new cards exploring new dimensions of the *Doomtrooper* universe. The set focuses on the Mortificators, a group of clandestine Brotherhood assassins.

Playmates Interactive Entertainment's CD-ROM game arms you with impressive weapons like a Gehenna Puker, Mortis Sword, and AC-40 Justifier with Disembowler Chainsaw Bayonet. Your mission is to protect humanity by stalking various alleys of Venus and the Citadel of the Nepharite Warlock Goglotha.

The four-issue comic adaptation, *Mutant Chronicles: Golgatha's Citadel*, will be released by

a publisher to be determined. The writer is Bill King, and the first two covers will be provided by Simon Bisley.

Both the CD-ROM and the comic will be based on the *Mortificator* expansion.

Pressman Film Corp. is also working on a *Doomtrooper* movie ("Mutants & Movies," News & Notes, InQuest #2).



"Hey, anybody see my disembowler chainsaw bayonet?"

Virtual World Championships

The battles raged on for days, and many good people were eliminated—but not one drop of blood was spilled.

That was part of the joy of last June's Virtual World

Championships. Competitors got a chance to pilot giant robots and fast-moving Martian vehicles in *BattleTech* and *Red Planet*. These virtual reality video games are manufactured and operated by Virtual World, a FASA spinoff, at several entertainment centers across the globe.



Enter the cutting-edge world of virtual reality at your local FASA Virtual World center.

The championships took place in Las Vegas, Nev., where "there were literally hundreds of people trying to qualify for both individual and team championships for both *BattleTech* and *Red Planet*," said Dave Dillison, manager of communications for Virtual World.

Dan "Deadeye" Hornung, 21, of Walnut Creek, Calif., took home the title of U.S. grand master for *BattleTech*, the robot combat game based on FASA's product of the same name. David "Commissioner" Icke, 30, of San Diego claimed the U.S. title for *Red Planet*, a deadly race on Mars.

The international grand master for *BattleTech* is Ted "Hunter" La Salvia of San Diego, while the grand master for *Red Planet* is Toshihiro "Ranthard" Sakamoto of Japan.

The *BattleTech* international team championships were determined by a best-of-seven series of "no return" missions. Whichever team, or remnant of a team, was left standing at the end was the winner. A Japanese group, Knight Fork, consisting of



Have a good ol' time at the BattleTech Yokohama ranch.

Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



NAME: **Chrysalis:
Borne of the Supernature**

COMPANY: Comico Gaming

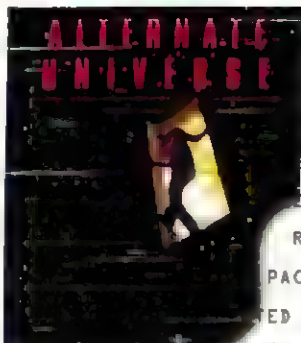
SET SIZE: 300 cards

RELEASE: July 1995

PACKAGING: 54-card starter decks; 12-card booster packs

SUGGESTED RETAIL: \$7.95 per starter; \$1.95 per booster

Here's the Deal: Combining elements of fantasy, science fiction, and superheroes, *Chrysalis* allows gamers to play any character he or she can invent. Magical characters can battle those who prefer high-tech armor, mutants can mosh with sorcerers, and psionics can parry warriors wielding hand-held weapons. Comico's *Oblivion* #2 and *Elementals* #1 comics will contain a rare *Chrysalis* card.



NAME: **Alternate Universe**

COMPANY: Decipher

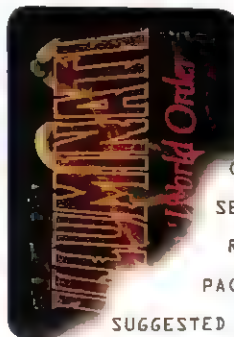
SET SIZE: 121 cards

RELEASE: August 1995

PACKAGING: 15-card booster packs

SUGGESTED RETAIL: \$3 per booster

Here's the Deal: As the name implies, *Alternate Universe* deals with people and happenings of alternate universes—think *Star Trek: The Next Generation*. The set will include more mission, event, and dilemma cards, and a special card, Doorway to the Alternate Universe, that acts as a gateway from one universe to another.



NAME: **Assassins**

COMPANY: Steve Jackson Games

SET SIZE: 100 cards

RELEASE: August 1995

PACKAGING: Eight-card booster packs

SUGGESTED RETAIL: \$1.40 per booster

Here's the Deal: "Hey bud! Wanna know a secret? When Steve Jackson Games released *Illuminati: New World Order*, they left out parts of the original game. Now they're releasing the first *INWO* expansion set, which includes the Society of Assassins Illuminatus card and a bunch of new plots, groups, and resources. If you ask me, it sounds like a big conspiracy to get you to buy more cards."

On the Shelves continued on page 18...

Would you dare to get in
one of the pods and face...

a new reality

Masahiro "Arsh" Kurata, Yasunari "G-Halt" Akiyama, Hirokazu "Seacucumber" Ozaki, and Masahiro "Death Gate" Fujita, earned the title with a 4-1 mission record.

The international team champions for *Red Planet* hailed from Chicago. Team Godzilla, consisting of Erik "Basehead" Hill, Sam "That Guy Bob" Watkins, Brian "Shadowfax" Sorge, and Jeff "Doc Holliday" Schurwon, swept the championship series with four victories.

In *Red Planet* team play, the goal is to accumulate speed and bonus points by having one "runner" dodging back and forth into enemy territory. The enemy team has crushers who are trying to destroy this runner, while friendly blockers do their best to protect him.

If you want a crack at the title, just take a trip to any Virtual World site and sign up. You must be 18 to enter.



Magic Month

July looks to be a month of *Magic*, as three new *Magic: The Gathering* comics will debut. Two of the titles, *Magic: The Gathering—Wayfarer* and *Antiquities War on the World of Magic: The Gathering*, will be mini-series. The third, *Magic: The Gathering Special—Nightmare*, will be a one-issue story.

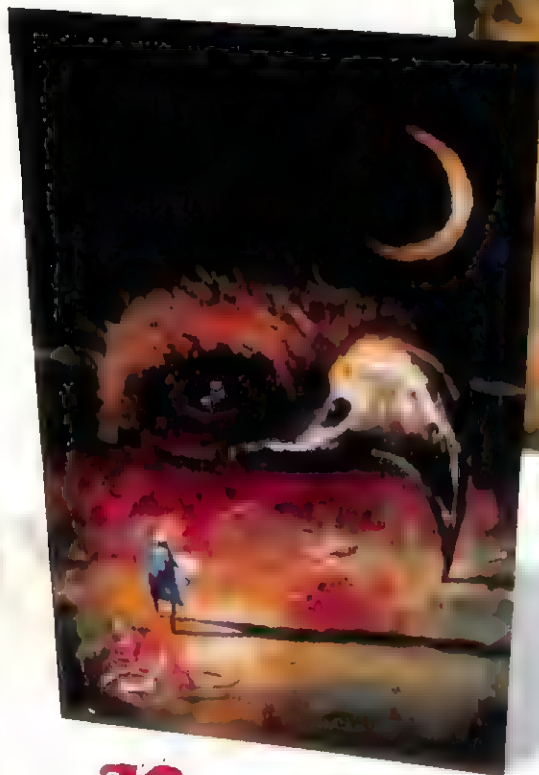
Wayfarer, a five-issue monthly series, will be written by Jeff Gómez and penciled by Val Mayerik, the team behind the first *Magic: The Gathering* comic, *The Shadow Mage*. *Wayfarer* continues the story of Jared Carthalion, the hero of *The Shadow Mage*, and also introduces a new character, Kristina, who will be featured in a planned atlas of the *Magic* multiverse. Michael William Kaluta's five *Wayfarer* covers will make a single image when set side by side.

The four-issue *Antiquities War* series will depict the most devastating war in the history of Dominaria—the Mishra-Urza War. In it, two brothers fight for the possession of artifacts with which they hope to rule the world. *Antiquities War* will be written by Jerry Prosser and penciled by Paul Smith (*The Golden Age*) and Phil Hester (*Uncanny X-Men*). The covers will be painted by *Enemy Ace* artist George Pratt.

In *Nightmare*, an enchantment is destroying the swamps of Dominaria. This issue will be written by Hilary Bader, who has scripted for the *Star Trek: The Next Generation* and *Star Trek: Voyager* TV series. Anthony Castrillo will provide the pencils, *Magic* artist Melissa Benson the cover.



A burning horse
and a chicken with
no body. Where's a
good animal rights
activist when you
need one?



Miami 5:47 p.m.

Mark draws power from
his mana pool and
summons a Mesa Pegasus.



New York City 5:48 p.m.

Angela taps her mountains
for one red mana.
She casts Earthbind.



Mark's Pegasus
flies straight to
the graveyard.



MAGIC
The Gathering

The computer strategy game that will
hold you spellbound. Now on CD-ROM.

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For IBM® PC & Compatibles on CD-ROM 1-800-879-PLAY

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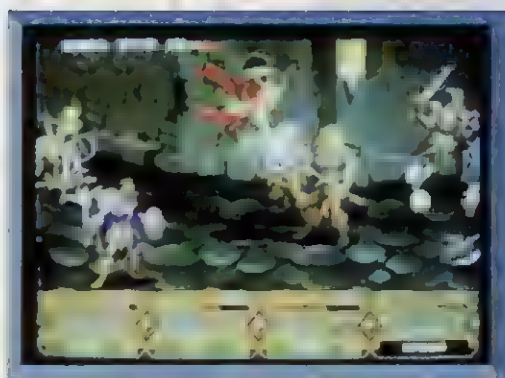
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SPIN

Featuring cool music from some of SPIN's hottest bands.

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Wizards
of the Coast



High-Tech Adventures

R. Talsorian Games and Wizards of the Coast are combining to bring *Netrunner* to stores this September. Based on R. Talsorian's *Cyberpunk 2020* roleplaying game, this card game will be designed by *Magic: The Gathering* and *Vampire: The Eternal Struggle* creator Richard Garfield.

Star Trek: Deep Space Nine—Crossroads of Time, the first sidescrolling *Star Trek* video game, lets you assume the identity of four characters: Sisko, Nerys, Bashir, and Odo, each with unique talents and skills. A special, limited edition Commander Sisko action figure will be available only with the purchase of this video game, which is due out in July for Super Nintendo and Genesis.

Doom, the best-selling computer game of all time, is set to make its debut on the Super Nintendo Entertainment System this September. The game, which is being adapted by Nintendo itself, will feature the carnage-filled 3-D graphics of the original.

In the SSI *AD&D* adventure *Deathkeep*, an evil necromancer has escaped his icy prison and is wreaking havoc upon the surrounding lands. You're sent to a bleak, frozen wasteland to put an end to his terror. Fight your way through more than 25 dungeons, explore icy caverns, battle monsters, avoid insidious traps, and solve mind-boggling puzzles. The game will be available for 3DO and CD-ROM-equipped computers in late October.

This November, look for the Sony PlayStation and Sega Saturn home video game systems adaptations of the popular *Dungeons & Dragons Tower of Doom* arcade game. Capcom and TSR describe this "real time" adventure as an exact replica of the arcade version, allowing four people to participate simultaneously.

Tower of Doom:

Dungeons and

Dragons for the

Saturn and

Playstation. Kickin'

medieval tail with

big graphics and

sound!

Help Wanted!

Have you ever dreamed of having one of your paintings on the face of a *Magic* card? Wizards of the Coast is looking for artists for its collectible card games. Send a cover letter with your telephone number, a self-addressed, stamped envelope, and six to 10 finished, full-color art samples (no originals) to Wizards of the Coast, P.O. Box 707, Renton, WA 98057. Address your samples to Sandra Everingham if you're interested in *Magic* and *Vampire*, to Chris Rush if you're interested in *Netrunner*.

Edgerunners, Inc., an 80-page sourcebook retailing for \$10 due in August from R. Talsorian Games, is the *Cyberpunk*'s employment board. This sourcebook, due for release in August, will give players a look at many of the businesses in the *Cyberpunk* universe.

Maybe there's a paying outlet for your *Magic*-playing skills after all. At press time, software giant Microsoft Corp. was set to take on *Magic* manufacturer Wizards of the Coast in the first-ever Corporate Card Challenge. WotC plans to make this corporate challenge an annual event—and who knows? Next time, WotC or Microsoft might be looking for ringers!

Dragons

U.S. Games' Dragon Tarot Deck is due out in November or December. Though the art for the deck will feature only dragons, it will be a traditional and perfectly usable tarot deck. Peter Pracownik, whose art was seen in *Wyvern*, will be the illustrator. The 78-card deck will retail for \$15.

TSR's first "kicker pack" for *Dragon Dice* will be rolling into stores in August. For \$5.95, players will get eight all-new dice, including monsters and their first look at human armies.

Love dragons? Interested in tarot? Then U.S. Games' Dragon Tarot Deck are the cards for you.





COMING SUMMER '95!

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

Meet the artists of
HYBORIAN GATES,
Boris Vallejo and Julie Bell,
at **GEN CON®** Game Fair.



Julie Bell and Boris Vallejo



NAME: Battlelords

COMPANY: New Millennium

SET SIZE: 320 Cards

RELEASE: August 1995

PACKAGING: 60-card "Command Decks";
15-card "Reinforcement Packs"

SUGGESTED RETAIL: Suggested Retail: \$7.95 per Command Deck; \$2.50 per Reinforcement Pack

Here's the Deal: This collectible card game brings the *Battlelords* RPG universe to your table. You play a mercenary commander struggling for fame and fortune in the 23rd Century. If you can complete vital missions, you can win the game. The 320 cards will feature art from well-known artists like Arson Maddocks, Quinton Hoover, Doug Shuler, and Randy Asplund-Faith



NAME: Guardians

COMPANY: FPG

SET SIZE: 287 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks,
14-card booster packs

SUGGESTED RETAIL: \$8.95 per starter; \$2.79 per booster

Here's the Deal: This first collectible card game from FPG puts players in a world where everything they have ever known is a lie. The players tap into the power of godlike beings called Guardians to control what people think, dream, and believe. The art for this game will be done by five of the top artists in the comic and fantasy industry today: Brom, Don Maitz, Mike Ploog, James Warhola, and game co-designer Keith Parkinson



NAME: Heresy: Kingdom Come

COMPANY: Last Unicorn Games

SET SIZE: 374 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks; 15-card booster packs

SUGGESTED RETAIL: \$9.95 per starter; \$3.95 per booster

Here's the Deal: This first collectible card game from Last Unicorn Games is set among the ruins of a forsaken Earth in which angels, demons, and humans battle. *Heresy's* 374 oversized cards (think long *Sandman* cards) will sport art from James O'Barr, Brom, and Michael William Kaluta

Angels and Demons

Heartbreaker Hobbies' RPG *Kult* will metamorphose into card form this October. In this collectible card game, you're either an Archon or an Angel of Death, manipulating dreams and passions to keep humanity trapped in the world of your making. Cards will be sold in 60-card starter decks and 15-card booster packs.

Caliber Game Systems plans on releasing *Daemonium: Realm of the Dead* in September. This new collectible card game will be based on Caliber's *Daemonium: The Realm* game series, which is based on the role of godlike beings whose sole purpose is to grant entrance to the material plane. With characters like King Zonble, Silvermaw, and many others, players travel the Daemonium and the between worlds.



Conspiracy Corner

Chessex recently released the *INWO* pack, which contains 15 action tokens, four pairs of pyramid links, and two dice. All come in a pouch emblazoned with the creepy *Illuminati* pyramid-with-an-eye. (Which is also found on the dollar bill, about eleven of which you'll need to buy the pack.) The stones, pyramids, and pouches come in varying colors.

Bold City Graphics is producing hats and T-shirts with Steve Jackson Games'

eye-in-the-pyramid logo. *Car Wars* and the *INWO* logos will also be featured on the apparel, which will be distributed through gaming stores.

In August, Steve Jackson Games will unleash *GURPS IOU*. For \$17.95, this 128-page crossgenre world book brings you to Illuminati University, a transdimensional campus filled with heroes and villains from every imaginable genre. Phil Foglio provides cover and interior art.

The first *Castle Falkenstein* novel, *From Prussia with Love*, is scheduled for a late summer release from R. Talsorian Games and Prima Publishing. Written by fantasy novelist John DeChancie, the story pits Tom Olam against Bismark and his latest attempt at world domination.

Shameless Hype

This year's Gen Con will be held in Milwaukee's MECCA Center Aug. 10-13. Over 1,200 game events are planned for this convention. For more information or a registration form, send your name and address to Gen Con Game Fair, 201 Sheridan Spring Rd., Lake Geneva, WI 53147 (and hurry!).

Speaking of conventions, not only will the *InQuest* staff be at Gen Con, we'll also be at DragonCon in Atlanta in July. Drop by, say hi, and tell us how to make *InQuest* even better.



NAME: **Marvel OverPower**

COMPANY: Fleer

SET SIZE: 388 cards

RELEASE: August 1995

PACKAGING: 64-card starter decks; nine-card booster packs

SUGGESTED RETAIL: \$5.95 per starter; \$1.49 per booster

Here's the Deal: *Marvel OverPower* will give players and fans alike the ability to play their favorite Marvel Comics characters, including Rogue, Sabertooth, and Spider-Man. (Plug: *Wizard* #50 will feature an exclusive *Marvel OverPower* card. Check it out!)



The Collectible Super Hero Card Game will be (you) be the next thing to watch and all his friends: Vampire, Fencer, Chameleon, Cobra, Angela, and even more! All on the August when they debut in this new set. **POWERPLAY** will only have 1 collectible game.



NAME: **Spawn Powercardz**

COMPANY: Caliber Game Systems

SET SIZE: 180 cards

RELEASE: August 1995

PACKAGING: 50-card starter decks; 15-card booster packs

SUGGESTED RETAIL: \$9.95 per starter; \$2.99 per booster

Here's the Deal: *Spawn*, one of the world's hottest comic characters, is leaping into the trading card market this August. *Spawn Powercardz* will be a self-contained game that's also perfectly playable with Caliber's original *Powercardz* set. The series will feature characters from the comic, including Violator, Angela, and the man (uh, demospawn) himself, *Spawn*. And in issue #5 of *InQuest* (uh oh, another plug), look for an exclusive *Spawn* card from the set!



NAME: **WildStorm: The Expandable Super-Hero Card Game**

COMPANY: WildStorm Productions

SET SIZE: Set Size: 315 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks; 15-card boosters

SUGGESTED RETAIL: \$7.95 per starter; \$2.25 per booster

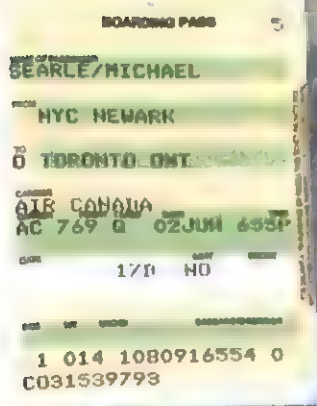
Here's the Deal: *WildCATs*, *Gen13*, *Team 7*, and more than 120 characters from the WildStorm universe will be included in this collectible card game designed by Jim Lee and Drew Bittner with Matt Forbeck. Some non-WildStorm characters will make guest appearances in the game, though WildStorm Productions isn't saying who. All illustrations will be provided by WildStorm artists.

A New Age Cometh!

***Ice Age warms Magic fans
in Toronto.***

By Michael Searle

Luckily *InQuest* sprung for a round-trip ticket.



Minus the forgotten tickets, the discount roller coaster posing as a state-of-the-art jet plane, and the sleepless in Toronto weekend, it was an awesome trip. Hey, how could it not be when we got a sneak peek at *Ice Age*, the hottest new *Magic: The Gathering* set since *Legends*?

Yes, *Ice Age* debuted in Toronto in early June, and may already be in your hands if you're one of the lucky ones with a cool gaming store (or a glacier) in your back yard. Three valued *InQuesters*—myself; Doug Goldstein, our production director and Card Stock columnist, and Gareb Shamus, our fearless leader, the president and publisher of Wizard Press—set out that fateful weekend with one goal, and one goal only: not to make fools of ourselves in the tournament.

Saturday, our first day, started with a confused cab ride around the city before a fortunate break—the cabbie's meter hitting 10 bucks—landed us in the general vicinity of the tournament. Since we still weren't sure we were in the right spot, we hunted around. Outside the Queen Elizabeth Centre, we came across a few hints: lines of rabid fans (usually a dead giveaway for a big event), people with large suitcases (hmmm), and a poster declaring that the original Batmobile and the original TV Batman, Adam West, were part of a huge comic extravaganza inside (bonus!).

Moving through the throng, we realized a crucial element of our plan was amiss: our press passes were inside, and we were outside. Little did we know that the secret entrance to the Batcave was designated by the garbage dumpsters around back. Eventually, of all people, a guy from *Scrye* (hey, that rhymes) showed us the out-of-the-way media entrance.

If we thought outside was bad, inside was an utter madhouse. Seven hundred raving lunatics, us included, were jammed into a single, snaking line for the registration table. It was like the wait for those one-stall bathrooms at an amusement park. Fortunately, Wizards of the Coast personnel were nice enough to give us the royal carpet treatment, escorting us through the bodies and barricades and up to the *Ice Age* tournament table, where we received neat li'l press badges.

And then we waited. And waited. It was loud and it was hot. Gareb and I passed the time talking to a chatty fellow named Blue. Two and a half hours later, the tournament started. It was well worth the wait.

Under armed police supervision (they weren't foolin' around), WotC started handing out the cards: a starter deck, a booster pack, and one of each land. Everyone was so excited, the cards might as well have been tickets to the premiere of the next *Star Wars* movie.

We couldn't open our cards right away (remember, they had guns!), so everyone checked out each other's lands, admiring the scenic pictures and wondering what exactly a "snow-covered land" was. It was probably the most attention land cards will ever receive.

We also admired the cool packaging—the beautiful blue and white pastels surrounding pictures of jesters, dinosaurs, female warriors, and dragons. Like I said, we had time to notice these things

What would the world be without rules and regulations?

Wizards of the Coast presents the
WORLD PREMIERE

ICE AGE

SEALED-DECK TOURNAMENT
CANADIAN COMIC AND CARD SPECTACULAR
TORONTO, ONTARIO, CANADA
Saturday and Sunday, June 3-4

WELCOME

Welcome to the world premiere of Magic: The Gathering—*Ice Age*™, Wizards of the Coast's new stand-alone trading card game. The *Ice Age* Sealed-Deck Tournament is the ultimate Magic gaming experience. Players get the opportunity to compete in a tournament environment with cards they have never seen. Adapt or die—this is definitely what *Ice Age* is all about.

Over one thousand players are expected to participate in the *Ice Age* Sealed-Deck Single Elimination tournament. Players eliminated from this event in the first and second rounds are invited to participate in the *Ice Age* Sealed-Deck Double Elimination tournament. Players eliminated from both tournaments will return on Sunday to



"I've got two tickets to paradise!"

We were waiting for them to pass out the official rules. Of which there were three main ones.

First, snow-covered lands were basic lands, except they affected *Ice Age* cards both positively and negatively. If you have snow-covered land in play, you might be more susceptible to attacks from Rime Dryad, which has snow-covered forestwalk; but you could also gain the benefit of trampling for your Woolly Mammoths.

Second, there were lots of cards that let you draw an extra card during the next upkeep. If you cast one such spell on your turn, you get an extra card on your opponent's turn; if you cast it on their turn, you get two cards on your turn.

The third rule was a little more complicated: cumulative upkeep. This idea is fun, since it mostly applies to powerful critters; it's like having temporary creatures. It works like this: if you have a cumulative upkeep of one blue mana, then you must pay one blue on the first upkeep, two blue on the next, and three blue the upkeep thereafter. Eventually, you won't be able to pay for the cumulative upkeep, and the creature (or enchantment) goes bye-bye.

And then we were off. Wrappers flew everywhere. Players oohed and aahed as they thumbed through their packs. An excited tremor ran through the crowd as a chorus of "Icy, icy, icy" sprang up sporadically up and down the tables. The Icy Manipulator was back!

I lucked out with a triple land (Karplusan Forest) and the kick-ass Giant Trap Door Spider, while people around me ended up with Brainstorms and Jester's Caps. It was pretty exciting.

Time was ticking away. Beforehand, it seemed like 75 minutes would be an awful lot of time to build our decks, but after doing a few double takes over spells like Necropotence and Winter's Chill, I realized it really wasn't. For me, the assembly phase was a slow process. I read through each card carefully, making sure I understood each one

before going on to the next. I wanted to avoid stupid mistakes later on, so I studied the cards by sorting them into colors and rereading the ones I ended up keeping. Time passed in a snap.

Blue was my strong suit, so I went with my big guns—Sea Spirit and two Illusionary Forces—and complemented them with red creature elimination (two Incinerates) and green creature enhancements (two Giant Growths). I ended up with a 43-card deck, including 16 lands.

Finally, I sat down across from a young kid in one of his first tournaments. Oh man, what a time to be initiated into *Magic* madness! He was playing a four-color deck (no red), with a bunch of whoppingly huge creatures (Scaled Wurm comes to mind).

The first play of my *Ice Age* career was Clairvoyance—I looked through my adversary's hand. Ironically enough, he had a Clairvoyance of his own, which he hit me with the following turn. So we both knew what the other had; it was now truly a game of strategy.

I worked quickly, attacking with my Sea Spirit, Orcish Conscripts, and Goblin Sappers. I ended up doing a colossal amount of damage to him, but he stayed alive for a long time with Illusions of Grandeur, a blue enchantment that when brought into play gives you 20 life for a cumulative upkeep cost. In essence, I had to do 40 points of damage to kill him.

The second game was less dramatic. We both drew little mana, but he drew less. I advanced to the second round.

There I met a Canadian guy with more tattoos than Axl Rose. Spider webs on each arm, lots of ugly creatures—he had a miniature Dominionaria going on his skin. Nice guy, though.

That didn't stop him from walloping me in the first game. I almost ran out of cards, but my Canadian friend spared me that fate by nailing me with an 11/9 trampling Goblin Mutant. The second game, I fought back and won with a particularly resilient Dire Wolves.

The final game was a nail-biter. It was down to three life to three, and on my turn I attacked with everything—an Orcish Farmer, a Zuran Spellcaster, and Dire Wolves (gotta love those guys!)—finishing him off with a well-placed Giant Growth on the unblocked Spellcaster. Whew!

But all good things must end. I put up a good fight in the third round, but eventually succumbed to the ultimate creature deck. Balduvian Barbarians, Sabretooth Tiger, two Gorilla Packs, Rock Hydra *Ice Age*-style, a bunch of goblins, plus an Icy Manipulator—you name it, he had it. Come to think of it, my opponent ran through me so fast that he probably ended up making sushi of the next guy on momentum alone.

Oh well—I ended up finishing somewhere in the top 150 out of 650. Doug went even further—to the fourth round, one short of the finals the next day. Not bad, but the true accomplishment was seeing all the cool new cards.

The following day, Sunday, was much more relaxed. Since there were a lot fewer people, the speed tournament started on time. In fact, I ended up having a lot more fun in the speed tournament. Why? Simple: I got to play a lot more matches.

In the speed tournament, you play a random opponent for three duels, mark how many ante cards you win or lose through those three duels, and then head back up to the scorer's tables to get a new partner. You also keep track of your overall ante score, so when you go to be paired off, you'll always play against an opponent with a similar score, whether you've won five or lost six cards.

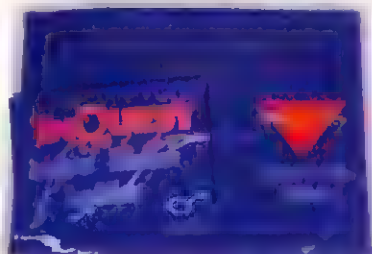
I'll admit I wasn't too speedy, deciding to play this second tournament leisurely. Still, I finished with a +7 score, just short of the +9 cutoff for advancing.

And what of my fearless comrades? Doug finished with a +8, just missing as well, while Gareb was on a flight back to the U.S. of A. (his mind was blown as soon as he found out *Magic* had five colors).

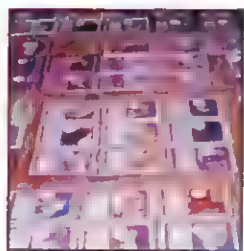
By this time, evening was near, and we took a quick tour around the convention before skedaddling. We'd missed Adam West, but there were plenty of comics, games, and cards floating around. I didn't want to leave without a memento, so I stopped by a framed-print vendor and picked up an Elic of Melniboné poster. (What a pain getting that back through customs was!)

It was quite the all-around trip. I won some cool ante cards and lost some too (Illusionary Wall—ouch!). We met lots of great fans and gamers, including Richard Garfield, and Wizards of the Coast were the consummate hosts. Even Kato Kaelin was there.

Ice Age, for so long a faint hope on the horizon, had arrived!



Hey, we're famous!



"Cards, we got cards. What's your pleasure? Ornithopters?"



Locked in battle of *Ice Age*, these two combatants never noticed their pants were missing



Welcome To The True Past...



Limited Edition
AUGUST 1995

GUARDIANS created by Keith Parkinson and Luke Petersen.
© 1995 Keith Parkinson and FPG, Inc. GUARDIANS is a trademark of FPG, Inc.
Artist © Don Matlin





Freezer Burn

InQuest ranks the **10 most desirable Ice Age cards.**

W hew, give us some aspirin! You try coming up with a Top 10 *Ice Age* list and see if your cranium doesn't bleed. Starting with a Top 26 list, we narrowed it down to the best of the bunch, relying mostly on usefulness, versatility, desirability, and overall raw power. Since in our heart of hearts, we couldn't go with just 10 cards, we threw in two extras—an honorable mention and the most worthless *Ice Age* card on the face of the planet!

By the InQuest staff



1) JESTER'S CAP

Good Lord, this card's gonna be restricted faster than a new door in the Pentagon! With a casting cost of four mana, an activation of two and its sacrifice, Jester's Cap allows you to search through your opponent's library (!) and remove three of the cards from the game. We'll pause here to let that sink in.....

..... Crap your pants yet? Not only does it put a hurtin' on any deck it's used against, it's downright devastating against single-minded decks. Against white weenies, pull three Crusades. Discard deck, yank three Racks. Ouch.



2) ICY MANIPULATOR

You can just picture the scenario: kid goes into a store, picks up an Unlimited Icy with the money he's been saving, gets a couple of packs of *Ice Age*, goes outside, opens the packs, gets on *Ice Age* icy, and just stands there in gaped-mouth awe. Then a bus goes by and nails 'im. The icy, lost seen in Unlimited, is back. Four to cast, one and top to shut down any land, creature, or artifact. The icy kicks royal butt (We like the older card, though. It just looks cooler.)



3) ANARCHY

Red, which remains one of the most-feared colors thanks to its direct-damage capabilities, had one big Achilles' heel: COP: Red. If you were playing an all-red deck and your opponent pulled a COP: Red, you were finished. No longer. Now, thanks to Anarchy, a red sorcery that's two red and two others to cast, you can destroy all white permanents in one shot. COPs, Crusades, Seras—they all wave bye-bye. For additional giggles, try Anarchy with a Sleight of Mind.



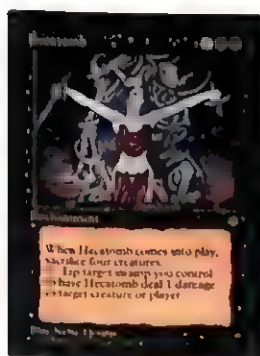
4) DEFLECTION

Oh boy, the things you can do with this spell. What's worse than a Force Spike on your tapped-out Summon spell? Having your Dark Banishing or Disenchant retargeted to one of your own permanents. Yup, Deflection not only protects your stuff, but gives you control over where that spell finally ends up. For one blue and three others, you can turn defense into offense. (Boy, do we wanna be there when some cheesehead lights up a Channel/Fireball.)



5) SERAPH

Sure, the Serranike Seraph has a colossal casting cost (whoa...one white and six others), but think of what you get: a 4/4 flyer who takes control of all creatures she kills! Your opponent will be hard-pressed to find blockers strong enough to stop her, and even then he might think better. Played with spells like Sacred Boon, Fyrgja, or the Elvish Healer, your Seraph will either single-handedly smash your opponent into submission, or she'll be busy raising an army to do the job!



6) HECATOMB

Wow, somebody over at Wizards of the Coast had a lot of fun coming up with these Ice Age cards. With a casting cost of two black and one (and the sacrifice of four creatures...ow!), Hecatomb is monstrous, acting as a targetable Pestilence. "What?!" Yup, Hecatomb is pumpable with swamps, doing a point of damage to a target creature or player of your choice. And it being an Enchantment, it sticks around turn after turn, offering anything that doesn't tickle your fancy.



7) WINGS OF AESTHIR

An enchantment that gives creatures flying? Pretty good. One that gives a critter +1/+0? Ah, not bad. One that gives it first strike? Wow, that's neat. Now roll 'em all up into one enchantment, bake at 450° F for 20 minutes, season to taste, and bingo, you got a critter that even the all-mighty Shivan'll shy away from. And did we forget to mention casting cost? One white and one blue. Wowza.



8) JOKULHAUPS

Geez Louise, like red didn't have enough going for it. A sorcery with a casting cost of two red and four others, Jokulhaups is the Ice Age equivalent of Nevinyrral's Disk on steroids. When cast, Jokulhaups destroys...everything. Artifacts, creatures, even lands. The only things safe are enchantments—but without mana, you can't activate a COP: Red, and Ice Age's anti-red Justice enchantment withers without the upkeep. Mental note: keep some mana in your hand when you've got Jokulhaups floating around in your deck.



9) ELDER DRUID

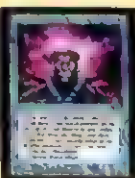
Enervate and Infuse. One taps a creature, land, or artifact. The other untaps it. Both let you draw an additional card. Two Ice Age cards that are half-Twiddles. Two Ice Age cards that suck. Taking up the slack in Twiddle's absence (and the presence of its weak-ass replacements) is the mighty Elder Druid. For one green, three others, and tapping, the 2/2 Druid can tap or untap anything but an enchantment! A living Twiddle, by golly!



10) CONQUER

The only thing we have to say about red's land-stealing enchantment is that it's about freakin' time! Geez, we've been having loads of fun with Control Magics and Steal Artifacts, but we've had to content ourselves with just stripping any good lands our opponent's gotten (with an occasional Gauntlets of Chaos thrown in to keep things interesting). But no longer! Costing two red and three colorless, Conquer is an enchant land that swipes your opponent's terrain and puts it under your control. Nyah-ha.

The InQuest staff, none of whom use toilets properly, are now penniless thanks to Ice Age.



BRAINSTORM

One of the best things we can say about Ice Age is that there are next to no crappy cards in it. It's a well-thought-out set that offers fans plenty of exciting cards, including the awesome Brainstorm (can you say Ancestral Recall?). One of many common cards in this set that are truly excellent. Big thumbs-up to WatC!



ELKIN BOTTLE

The crappiest card in Ice Age. Sure, there were a few others in the running, but the Elkin Bottle takes the cake. It seems harmless: you tap three mana and the bottle to draw a card. But if you can't play that card by the next upkeep, it hits the graveyard. Ummm...what if you don't have enough mana to cast it? What if it works in conjunction with other cards (Deflection or Sleight of Mind)? What if it's a land and you already played one? The list of why it sucks goes on and on. Our advice? Stick this card in the binder you keep your Goblin Artisans in...and leave it there.

Book Burner

By Michael Kline

How'd you like to beat someone without ever doing a single point of damage to them?

Is it possible? Sure—and this deck'll do it for you. In fact, it's guaranteed to burn through the opposing library faster than a mob of raving, smoke-hungry lunatics hell-bent on censorship.

The deck's basic strength is its library stealers: the Millstone and Howling Mine. They're both cheap artifacts (two mana to get out), and they'll help deplete the other guy's library quickly.

For two mana, your Millstones will grind away at the other deck, forcing your opponent to discard two cards straight to the graveyard. Not only do you work toward the goal of library removal, but you get the pleasure of seeing horrified looks when Moxes and Shivans go shooting into the discard pile.

Howling Mine is a little more dangerous: everyone starts drawing extra cards every

round. You won't be complaining, but you'll have to worry about your opponent using those cards against you. Hence the Cursed Rack—throw that crazy thing out, and no matter how many handfuls of cards your enemies end up with, they'll have to drop down to four by the end of their turn.

You will, however, have to worry about taking damage, so you're chock full of heavy life-giving cards: Ivory Tower, Streams of Life powered by Fallen Empires counter-building lands for big doses of health, and Reverse Damages to fill up on life instead of losing it.

To complement the life givers, you've got some serious creature elimination going for you. By the fourth turn and thereafter, you should be able to Wrath of God, blasting away huge chunks of weenies or that one annoying monster.

Even better, this deck has a special little trick: the Heaven's Gate/Martyr's Cry combination. Wait until your opponent loads up on creatures in play, then sock 'im with a Heaven's Gate (turning all his creatures white) followed by Martyr's Cry (removing all white creatures from play—and more importantly, forcing your enemy to draw one extra card for each of the creatures going to the graveyard). A double whammy!



The Pabid Librarian

SPELLS

Blue

- 1 Ancestral Recall
- 1 Brainseizer
- 1 Recall

Green

- 2 Night Soils
- 1 Regrowth
- 2 Streams of Life

Red

- 1 Fork
- 1 Wheel of Fortune

2 Disenchants

- 3 Heaven's Gate
- 3 Martyr's Cry
- 2 Reverse Damages
- 2 Swords to Plowshares
- 4 Wrath of God

ARTIFACTS

- 1 Cursed Rack
- 4 Howling Mines
- 1 Ivory Tower
- 4 Millstones
- 1 Nevinyrral's Disk

1 Sol Ring

2 Tormod's Crypts

LANDS

- 1 Water Store
- 6 Plains
- 2 Plateaus
- 1 Sand Silos
- 4 Savannahs
- 1 Taiga
- 2 Tropical Islands
- 4 Tundras
- 1 Volcanic Island

SIDEBOARD

- 1 Alabaster Potion
- 2 Blue Elemental Blasts
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 2 Circles of Protection: Red
- 1 Circle of Protection: White
- 2 Dark Spheres
- 2 Drafnar's Restorations
- 1 Reverse Damage
- 1 Tranquility

If all else fails, use Nevinyrral's Disk and aim for a clean sweep. My only advice: don't use the panic button with all your artifacts out.

The underrated Night Soil, which sits there all useless and innocent-looking at the beginning of the game, can also be a real workhorse for you once graveyards start growing. Think about it: since you have the power to send so many creatures to sayonara-land, the grave-eating Night Soil can serve a dual purpose: destroying your opponent's creatures once and for all (no more Resurrection crap) and building a modest army for you, which could be the only creatures on the board if you play your cards right. It's a rare game in which you can actually kill someone with damage, so I usually don't attack, letting the little Night Soil critters stick around as expendable blockers. (It's more fun that way.)

Finally, since you're piling so much stuff into graveyards—with the Howling Mines out, you may end up discarding yourself—you're wasting precious resources if you can't dip back into your spent cards. Try holding on to your Recall and Regrowth until you really need a card that's been knocked out of your hand or destroyed from play. Or until you want to reuse a card that you got a big kick out of the first time around, like Braingeyser, Ivory Tower, or Wrath of God.

Even more crucial, you must make sure your opponent never gets a chance to reshuffle his graveyard back into his library or you're finished. That's why you're equipped with the almighty Tormod's Crypt: to square off against the one artifact that can ruin all your plans—that nasty Feldon's Cane—or to head off the equally awful blue Timetwister spell.

In a tournament, your sideboard, as always, can help you big time. Swap in your life-giving spells if your opponent isn't playing many creatures. The Dark Spheres and COPs can certainly help shore up your defense once you know what colors your opponent is playing. Last but not least, you've got two Drafnar's Restorations in reserve—especially handy in recreating your battleground if your opponent decides to put in a couple of artifact-creaming cards like Shatterstorm, Energy Flux, or Nevinyrral's Disk.

All in all, not bad for a deck that doesn't shed a single drop of blood. But don't expect to win against any 200-card decks...

THEME DECK THE NON-KILLER DECK

FUN with Mutants

X-Men comics. X-Men cartoon show. X-Men spaghetti and freakin' meatballs with Beast-shaped pasta.

Yes sir, Marvel Comics' team of mutant superheroes are all the rage, and we wouldn't be doing our jobs if we didn't jump all over a fad.

It all started when someone cast Teleport in a game, and the guy next to me said, "Hey, like Nightcrawler! Neat!"

By golly, that was neat! But were there more X-Men lurking in my Magic binders? Suspecting I could fill yet another column with a goofy idea, I began my quest.

Right off the bat, I stumbled across the Juggernaut and Banshee. But could an all Juggernaut/Banshee/Teleport deck work? Hmm...probably not.

Creative license in hand, I scanned my cards for tie-ins to any X-Men or X-Men-related character. Bam, making a 60-card deck was easier than sticking a refrigerator magnet on Wolverine's forehead! (Well, before that whole deboning fiasco...)

CREATURES

Black

- 2 Banshees (Banshee)
- 2 Sorceress Queens (Selene)

Green

- 1 Wall of Ice (Iceman)
- 3 Wolverine Packs (Wolverine)

Red

- 3 Dragon Whelps (Lockheed)
- 2 Mountain Yeti (Sasquatch)
- 1 Sisters of the Flame (Scarlet Witch)

Blue

- 1 Island Fish Jasconius (Krakoa)

SPILLS

Black

- 1 Pestilence (Pestilence)

Green

- 1 Avoid Fate (Longshot)
- 1 Berserk (Wolverine)
- 2 Winter Blasts (Iceman again)

White

- 1 Shahrazad (One of several thousand alternate X-Men timelines)

Blue

- 1 Gaseous Form (Kitty Pryde)
- 1 Teleport (Nightcrawler)
- 2 Telekineses (Jean Grey)
- 2 Unstable Mutation (If people pointed at you and called you a mutant wherever you went, would you be stable?)

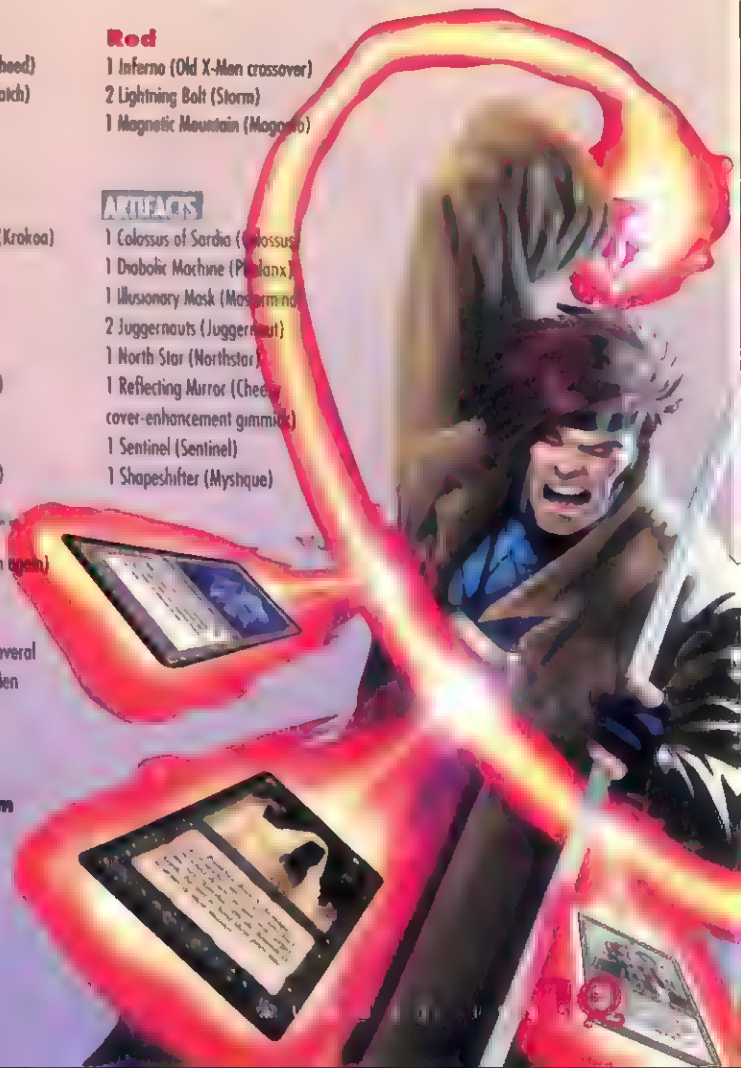
Red

- 1 Inferno (Old X-Men crossover)
- 2 Lightning Bolt (Storm)
- 1 Magnetic Mountain (Magneto)

ARTIFACTS

- 1 Colossus of Sardia (Colossus)
- 1 Diabolic Machine (Psylocke)
- 1 Illusionary Mask (Mystique)
- 2 Juggernauts (Juggernaut)
- 1 North Star (Northstar)
- 1 Reflecting Mirror (Chester, cover-enhancement gimmick)
- 1 Sentinel (Sentinel)
- 1 Shapeshifter (Mystique)

Pat McCallum
Mutant





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The Friendly Ghost

By Jeff Hannes

Peculiar and powerful uses for some of *Magic's* more versatile cards.

One of the least-appreciated cards from *Antiquities* has returned in the Fourth Edition.

The Colossus? Nah—everyone knows that Channel and Instill Energy're all you need to get him going. Ashnod's Battlegear? Not quite.

I'm talking about your friendly neighborhood ghost—the Xenic Poltergeist. For two black and one colorless mana (a Dark Ritual does the trick), you get a 1/1 creature with a deceptively nasty ability: tap the Poltergeist and a non-creature artifact of your choice becomes an artifact creature until your next upkeep, with power and toughness equal to its casting cost. Unlike with Titania's Song, however, the artifact retains its original abilities.

OK, I know what you're thinking: "Big deal. So if I happen to have an Aladdin's Lamp out, I can make a really big artifact creature. We went over this with Animate Artifact!" Well, you're right about that part, but the Poltergeist has a lot of other nasty uses that are often ignored.

One of the most potent features of the Xenic Poltergeist is that it can keep an artifact creature continuously. Once "possessed," the target artifact will remain a creature as long as you tap the Xenic Poltergeist during each of your upkeeps.

What's the big deal about that? Well, normally when you cast a creature enchantment on an animated artifact, the

enchantment goes away when the artifact stops being a creature. With the Poltergeist's power, the artifact remains a creature, and the enchantments stick around. Throw an Instill Energy on your possessed artifact and you can use its abilities twice. With a Sol Ring, that's four mana a turn!

If you have a lot of spare mana float-

ing around, you can power up Aladdin's Ring twice to do eight points of damage a turn! If you're playing white, throw a Spirit Link on the Ring. Now that eight mana means four damage to your opponent and four life for you!

Is that Black Vise bothering your adversary so much that she's ready to crush it just as soon as she pulls a Disenchant? Use the Poltergeist to possess the Vise, throw a Spectral Cloak on it, and watch your opponent curse herself for Swords to Plowsharing your Hypnotic Specter instead of your "useless" little shade.

Of course, that's not all the Poltergeist is good for. One of black's biggest problems is that it has a tough time dealing with artifacts. With the Poltergeist around, handling enemy relics becomes a snap. Is that Forcefield keeping your Carrion Ants from wreaking havoc? Try transforming the Forcefield with your Poltergeist and casting a three-point Drain Life. No more Forcefield to ruin the Ants' picnic, and you get three life.

Don't have a Drain Life in hand? Wait for your opponent to use that annoying artifact during his turn, turn it into a creature, and then employ a Nettling Imp or Norritt to reduce the helpless artifact creature to dust.

Of course, there's also the direct approach. As mentioned before, an animated Aladdin's Ring or Lamp can be quite a potent attacking force. Even smaller artifacts can get some damage in if you keep your opponent's blockers occupied. Don't hesitate to swing in for a point of damage with that Library of Leng if your opponent doesn't have any defenses. Just remember that when artifacts that require no activation cost are tapped, their effects cease.

The Poltergeist often makes a good ally for those cards with nasty appetites. Take that now-useless Black Vise and chuck it to your Lord of the Pit. He doesn't care if it's crunchy, as long as it's his.

Anything you can do with a normal creature, the Poltergeist will let you do with an artifact as well. It may not win you any tournaments, but hey, it's fun to crush \$100 Moxes by turning them into 0/0 creatures. Pick up a few Xenic Poltergeists and see what kind of surprises you can invent.

Jeff Hannes recently completed his junior year at the University of Rochester, where his coursework included "Myth of the American" and "Alien Sex." He wrote "Tricks of the Trade" for the *InQuest* special edition and our cover story on vampires for *InQuest* #1.



Does God Cry When You Play Dungeons & Dragons?

*A Look at
Religion &
Fantasy Games*

By Lirio Black

he Darkness Among Us must be a great relief to fretful parents across the U.S. At last, a book that takes all the guesswork out of trying to tell if your sullen teen has made a pact with Satan:

"Warning Signs of Adolescent Occultic Involvement:

"• Changes in school habits

"• Rejection of parental values

"• Poems and prose with themes of blood, death, murder, Satan, evil, dying, and suicide

"• Ferns, palms "

And so on.

Diabolical influences are everywhere, according to this book. Did you know the *Mr. Ed* theme contains the backward message, "Someone sung this song for Satan"? Or that the Eagles' "Hotel California," played in reverse, says, "Yes, Satan organized his own religion... It was delicious... He puts it in a vat and fixes it for his son and gives it away"?

The author, a minister and professor named William Viser, does not shy away from hammering at what he believes to be the work of the devil. I imagine Viser sitting in his fernless home at work on the sequel, momentarily transfixed by the realization that "Don Henley" and "Glenn Frey" are almost an anagram of "renegade hell donkey."

Viser does have a serious message, though, and part of it is the allegation that

fantasy roleplaying games are a dangerous, satanic influence. If you believe this kind of thinking has no currency in the real world, consider that just a few months ago a New York state school district temporarily banned *Magic* when the mother of a pair of fourth graders said the game was evil.

Are religious claims about fantasy games nonsense? Or are we going to go to hell for playing *D&D*?

Anieee! We're Doomed!

Accusations against fantasy games began in 1979 when Patricia Pulling, founder of the political action group Bothered About *Dungeons & Dragons* (B.A.D.D.), and Dr. Tom Radecki, from the National Coalition on Television Violence, started publicly connecting *D&D* to a number of suicide and murder cases.

"The game causes young men to kill

themselves and others," Radecki told *Newsweek* in 1985. "The kids start living in the fantasy...and they can't find their way out of the dungeon."

Pulling and Radecki have crusaded to raise the public's awareness of the damage they believe fantasy games cause. *D&D*, they allege, is responsible for no fewer than 125 deaths.

Yikes! Is this true?

games doesn't mean the games cause psychosis."

Many cases of "game-related deaths" are totally off the mark. The Committee for the Advancement of Role-Playing Games, another pro-gaming organization (in case you couldn't tell), has revealed that some of the "gaming deaths" involved nongamers, some were accidents mislabeled as suicides, and some were totally fictitious. CAR-PGa has found only one case it has yet to refute, and that investigation is still pending.

But even if we ignore the findings of the Industry Watch Committee and CAR-PGa—those ties to game manufacturers *do* seem rather cozy—Pulling and Radecki's claims remain statistically weak. Take Pulling's assertion that in 1981 there were four million *D&D* players (this jibes with an unofficial TSR estimate) and factor in the teen suicide rate for that year (12.5 deaths per 100,000 people). We would expect to find 500 suicides among *D&D* players just for that one year. Multiply that over a 15-year period and you wind up with 7,500 suicides. But Pulling and Radecki claim there were only 125.

And they're saying *D&D* is *bad* for us?

Nevertheless, these allegations have had a significant impact on many religious, anti-gaming books. In *The Darkness Among Us*, Viser quotes both Pulling and a NCTV publication, citing purported gaming deaths to substantiate his assertion that occult elements in fantasy games are dangerous.

And to writers like Viser, there's no doubt what's behind those deaths.

Strangely, They Didn't Sell InQuest

Recently, I went to a Christian bookstore to learn what Christian thinkers are saying about fantasy games. The store had a section entitled "Cults," where there were numerous books on topics such as new age philosophy, Scientology,

the Mormon Church, rock music, satanism, and Islam. Some of the books endeavored to answer questions their readers might have about non-Christian philosophies, while others warned of the dangers those philosophies pose.

D&D didn't show up in the former category.

"*Dungeons & Dragons* is incorrigibly occult, incorporating actual occult spell-casting (which is spoken), occult symbolism (the magic circle, pentagram, and thaumaturgic triangle), hideous violence, and a basic amoral, animistic/polytheistic world view," writes Douglas Groothuis in *Confronting the New Age*.

"Players must use vivid imagination to assume the role



"By all that's unholy, do you know what time it is? Damn inconsiderate human!"

"The argument doesn't bear out," says Michael Stackpole. Stackpole is chairman of the Industry Watch Committee, an organization formed by the Game Manufacturers Association to examine and respond to such claims. In their investigations, the committee has discovered the not-very-surprising fact that gamers who commit murder or suicide do so for the same reasons other people do.

"What we have is trial by headlines," Stackpole explains. "If two people who killed each other met in a gaming club, that's what you hear in the press. 'It was a gaming murder.' But if two people meet on a golf course... no one calls it a golf murder."

"Just because people who may have problems play

of one of the game's characters and most of the characters are bad: thieves, assassins, magic-users.... Such intense exposure to evil affects a person's self-image and personality, and opens him to satanic influence," opine Neil Anderson and Steve Russo in *The Seduction of Our Children*.

"Fantasies the players involve and indulge themselves in include murder, rape, arson, pillage, terrorism, brutal torture, etc. Kids also take on the names of actual demons," Texe Marrs writes in *Ravaged by the New Age*. In the follow-up, *Dark Majesty*, Marrs goes on to explain that the satanic, new age conspiracy, of which *D&D* is but a pawn, has plans to imprison Christians in concentration camps located in the Pacific Northwest, all under the watchful eye of the Illuminati.

The basic gist of these arguments is that fantasy games are strongly influenced by the occult, which in turn is the province of Satan. Fantasy games, therefore, open the door for Satan to enter into our children's souls, and that is why so many gamers have supposedly wound up dead.

But being a gamer, you are painfully aware of one fact: these guys know zip about the technical aspects of games. If telling the DM "I wanna chuck a fireball at the ochre jelly" counts as "actual occult spell-casting," then taking the stack of 50s with the little choo-choo trains from a *Monopoly* game counts as "actual moneymaking." Anybody who thinks you can really get a Mold Demon to show up by turning some swamps on their sides is smoking dope.

"Fantasy 'magic' has very little in common with the meditation and ritual techniques performed by 'real' magicians," writes Christian gamer Andrew Rilstone in the British magazine *Interactive Fantasy*. "If a roleplayer were to buy an Aleister Crowley book in the hope that it would tell them how to become a *D&D* mage, they would be grievously disappointed."

All of this would make it very easy to dismiss the arguments of Viser, Groothus, and their pals, except for one thing.

They have a point.

Let My People Go... Except Jeanne Dixon

No doubt, many Christians do not share the views of the writers I've cited. What all Christians do share, though, along with all Jews, is Deuteronomy 18:10-11, where Moses, in giving the law, says, "There must never be anyone among you who makes his son or daughter pass through the fire of sacrifice, who practices divination, who is soothsayer, augur, or sorcerer, weaver of spells, consulter of ghosts or mediums, or necromancer."

In other words, "No magic, buddy. And knock it off with those tabloid psychics."

Unfortunately for clarity's sake, Moses did not go on to say, "There must also never be anyone among you who pretends to do all that stuff for the purposes of a role-playing game." Nor, sadly, did he say, "There must never be anyone among you who does cup-and-ball tricks."

What this means is that if you're a Christian or Jew and want to play *D&D*, you have to make a moral deter-

mination. Actually practicing magic is obviously forbidden, but is pretending to be a wizard? Make-believe magic may not be dangerous in the way the Christian writers say it is, but maybe it contradicts your beliefs all the same. After all, imagining you're a witch with real powers—powers you might envy—is a little more complicated than putting on a witch costume for Halloween.

Is there any "official" word, then, on whether or not fantasy games are OK for religious gamers?

"On a basic level, there are prohibitions [in Judaism] against worshipping idols and ghosts and spirits and practicing sorcery," says Harry Stark, youth department secretary for the Bureau of Jewish Education in Los Angeles.

"However, *Dungeons & Dragons* is a game. There is a line you have to draw. Where do participants run the risk of crossing that line and taking the game seriously?"

"I am not aware of any teaching in the [Roman Catholic] Church that deals directly with these games," says Father Gregory Coiro, director of public affairs for the Archdiocese of Los Angeles. (I guess it was too much to hope for a papal bull.) As long as fantasy games are kept in the proper perspective, are not treated as

anything but games, and the players have an appropriate maturity level, then they are fine, he says.

"I know of nothing in Islam against these games," says Ahmad el-Gabalawy, religious adviser for the Islamic Center of Southern California, although he too draws attention to the important distinction between make-believe magic and serious magic.

In other words, you're on your own. If the line between real magic and fantasy magic is important to your beliefs, it seems you'll have to think about it and decide for yourself.

Rob Anderson has done just that.

Is the Whore of Babylon Common, Uncommon, or Rare?

Redemption is the first collectible card game based on the Bible. You've probably seen ads for it in *InQuest*, if it hasn't shown up in stores yet (it's due mid-July). Perhaps it's made you cringe. Perhaps you think it's blasphemous. Or perhaps you think it's cool. Anderson, the game's creator, hopes the responses of fantasy gamers and Christians alike will lean toward that last one.

"My concern is that the adventure game community will perceive that I am trying to force my religious beliefs upon them," Anderson says. "I am not forcing my beliefs on anyone. It is up to the individual to choose Jesus or reject him."

"My concern with regard to the Christian community is that some people will not agree with my treatment of Christian theology within the game system and lobby against the game for that reason."

Redemption consists of a battle over Lost Souls between Heroes and Evil Characters, all drawn from the Bible. In a twist reminiscent of *Super Deck!*, players get to play both sides. When it's your turn, you play your hero; when it's



You can search for the Demonic Tutor all you want, but it's been removed from *Magic's Fourth Edition*.

another player's turn, you play your bad guy. An avid gamer, Anderson has put a lot of thought into the design of the game, and into the moral content as well.

"My game does not contain magic," Anderson says. The Bible "is the standard by which I try to live my life, and is the foundation of my view of the world. Any game that incorporates aspects of [Deuteronomy 18:10-11], even if it is just in fun, would be considered off-limits to me."

Will *Redemption* have angels, divinity, or demons? What about an afterlife or undead creatures?

"*Redemption* includes angels, the Son of God, and demons," the designer says. "If by 'afterlife' and 'undead creatures' we are referring to the fact that Jesus raised people from the dead such as Lazarus, and that Jesus himself rose from the dead, then I would see no problems with having these kinds of events in a game. However, if we are talking about vampires, zombies, and living skeletons, then I personally would avoid such a game."

No need, then, for Noah to make room for Scathe Zombies anytime soon.

Whether fantasy gamers take to *Redemption* or not, it's sure to be welcomed by people

who may have itched to try a collectible card game but couldn't find one with acceptable content

So what does that mean for TSR and Wizards of the Coast? It's not exactly good for business when people believe your product will damn their eternal soul to hell.

A Baatezu By Any Other Name

As you probably know, the Fourth Edition of *Magic* has brought some changes in the roster of cards. Wizards of the Coast periodically rotates cards out and replaces them to keep the game fresh. In this case, however, some of the cards rotated out were controversial. Contract From Below, Demonic Attorney, Demonic Hordes, and Demonic Tutor, all gone, all featured alleged satanic connections, like the pentagram in Demonic Tutor

The second edition of *Advanced Dungeons & Dragons*, released in 1989, restructured the game from top to bottom. Lo and behold, lost in the shuffle were demons, devils, and the entire assassin player character class. (Actually, demons and devils are still there, but they're called "tanar'ri" and "baatezu," leaving theologians to debate whether a devil by any other name would be as evil.)

What happened?

"When the second edition of *AD&D* came out, we cleaned up our act," explains TSR spokesperson Tom McLaughlin. *D&D* is the most popular target for attacks on fantasy gaming, probably due to its high visibility. Some critics, in fact, don't seem to realize that other fantasy games exist.

"Critics often have no first-hand knowledge of the game," McLaughlin says. "We try to educate them. We have hand-outs for parents. We urge [them] to play the game with [their] kids."

Wizards of the Coast, meanwhile, thanks to recent controversies like the one in New York, now has a greater understanding of the objections some parents have to fantasy games. "We're sensitive to people's concerns," says Carrie Thearle, the company's media relations director.

Both companies are, like Rob Anderson, trying to balance gaming considerations with moral considerations. "We're not trying to produce *Candyland* or *Chutes and Ladders*," says McLaughlin, "but we do have standards. We want the games to be intriguing for players and have good ethical morals."

To that end, TSR has adopted a code of ethics. Items in this code include "Evil shall never be portrayed in an attractive light" and "Human and nonmonster character races and nationalities shall not be depicted as morally inferior to other races."

Will codes like this finally spell the end of attacks on fantasy games? Probably not. When it comes to some objectors, Michael Stackpole says, "We're never really going to come down to a meeting of the minds where they agree these games are not a threat."

But rather than backing off, the gaming industry is charging into the fray with a slew of releases that deal directly with religious issues. In Black Dragon Press' *Tempest of the Gods*, players crusade for mythological deities.

Last Unicorn Games' *Heresy: Kingdom Come* depicts a world where fallen angels and cyberspace demons vie for supremacy. And Steve Jackson Games'

In Nomine throws players into a world populated by angels and demons as well as Lucifer and God. If you want to know what kind of response SJG anticipates to *In Nomine*, check out the Moral Minority *Illuminati* card. The angry man in the string tie is holding a copy of the game.

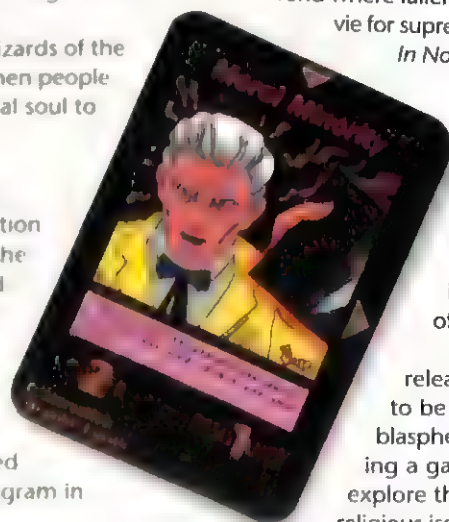
Is it foolish for companies to release games like these that seem to be asking for trouble? Maybe. Is it blasphemous? Maybe. But maybe playing a game is a valid way for people to explore their own ideas about moral and religious issues. And maybe playing a game is also just good, escapist fun.

But what do I know?

I'm just another renegade hell donkey.



Steve Jackson Games' *In Nomine* features the ultimate bad guy. Guess Who?



Eric Black is a freelance writer, a Johnny-come-lately, a new kid in town.

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Meet Fantasy Creator Robh Ruppel

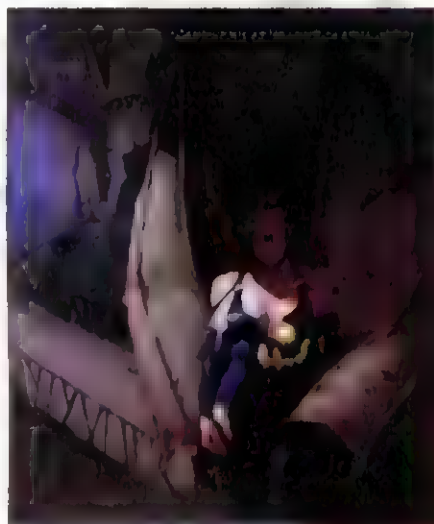
Fantasy artist extraordinaire Robh Ruppel didn't start out with visions of vampires and dragons in his head. Arches and beams were more like it.

Ruppel began his art career as an industrial design major at the Art Center College of Design in Pasadena, Calif., where he was hoping to improve his drawing skills.

"We went to an industrial design office and I saw what they really had to do," said the artist. "There wasn't enough drawing involved, so I took some painting classes and absolutely loved it. And then I found out, yes, you can make a living doing this."

Indeed he could. Besides being one of TSR's top artists, Ruppel's also done a number of fiction novel covers ("I hate to admit

At left: TSR artist Robh Ruppel's cover to *Planescape's Harbinger House*.
Below: *Nightmare Lands* for *Ravenloft*.



Vital Stats

Name: Robh Ruppel

Birth: Nov. 7, 1963, in Houston, Texas

Occupation: Illustrator

Base of Operations: TSR
offices in Lake Geneva, Wis

Career Highlights: *Planescape*
and *Ravenloft* pieces for TSR, and the *Blood
Wars* box set, *Hellbent*, slated for 1996





Above: *Ravenloft's Scholar of Decay.*

it, but I even did some Harlequin Romances"), magazine work, advertising for the mid-1980s *Twilight Zone* series, hospital brochures, and "lots of stuff for NBC in *TV Guide*."

He also did special effects for the robot at the end of the movie *Solarbabies*. And if you happened to catch Stephen King's *Misery*, you saw Ruppel's handiwork on all the books shown throughout the film.

As you'd imagine, going from Harlequins to skeletons was a definite pleasure for Ruppel, whose first professional work for TSR was the cover for the 1992 *Ravenloft* module *Night of the Walking Dead*.

"It was such a treat because I had been doing romance novels up till then. It was so nice to paint something dark and scary and grim instead of something happy and sort of gushy."

Ruppel, whose influences are 19th-century naturalists like Stan Hope Forbes, John Singer Sargent, and the Russian painter Ilya Repin, is truly an artist at heart. "If I can communicate what I'm feeling and other people get it, then that's the most you can hope for. That's what I get from the artists I like. I look at some things that they did and I feel what it's like to be there. And that stuff transcends time."

"You're sitting in a museum and you're looking at something that's 150 years old and the guy's long dead, but it's still communicating something. It's nice if the work can live beyond you, because we are mortal."

Favorite work of your own...

That's hard to answer because when you finish a piece you're kind of blinded by it from staring at it for so long. I have a real fondness for [*Night of the Walking Dead*], just because it was the first one.

The one person you'd like to meet...

[Portrait painter] John Singer Sargent, just to say, "How the heck did you paint those things anyway?"

Favorite munchie at 2 a.m....

Back in the good ol' days when I was a freelancer, it would be any ice cream with peanut butter in it.

Favorite toy as a kid and as an adult...

G.I. Joe with the lifelike hair and the kung-fu grip. As an adult, vinyl kits.

Favorite pastime or hobby...

When I'm not painting at work, I come home and paint for myself.

Best Halloween costume you ever wore...

My friend and I went as Bedouins one year. We put on makeup, mustaches, and turbans and got the flowing robes. I watched *Lawrence of Arabia* a bunch of times to see how they tied everything.

Favorite fantasy character...

I always thought the characters in *Blade Runner* were interesting, especially Deckard and Baty.

Fantasy character most like you...

Any one of the people from Poe's poetry.

Person who would play you in a movie...

For looks, maybe Matthew Broderick. But I like Eric Stoltz just for the kind of characters he plays.

Favorite cartoon...

The Warner Bros. stuff was fabulous, and the stuff that Disney is doing now is just beautiful. And some of the Japanese stuff is really interesting.

People you'd most like to work with...

Walt Disney if he was still alive. Jane Campion. Jim Cameron. Ridley Scott. Michael Friedlander [of FPG, the fantasy trading card publisher] is also doing some really nice stuff with cards.

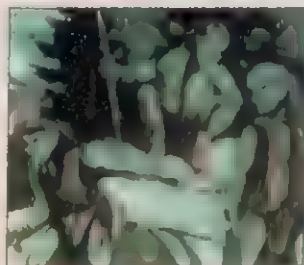
If you were an all-powerful wizard, what you'd do with your powers...

Give them to Mother Teresa, I guess. She'd probably do a better job at working things out.

An Orgg is Born

What it takes to make a Magic card

By Zachary Reid



UGLY CONNECTION The thought of goblins makin' it with ogres ain't pretty and neither is the result

So you're flipping through a pack of cards from Wizards of the Coast's *Fallen Empires* series. You stop for a minute and take a long look at something called an "Orgg." It's an ugly, greenish monster sporting too many arms and flaunting its disrespect for dental hygiene. Just in front of its belly is something that looks like a rabid dog, hell-bent on not being consumed by its pursuer.

It'll cost you a bundle to play the card—two red mana and three others of your choice. How well it works for you depends upon your adeptness with a deck and the ability of your opponent.

We could argue all day and well into the night about the power—or lack thereof—assigned to this card. But we're a bit busy for that, so we called our friends at Wizards of the Coast and asked them to explain. What follows is a series of conversations with the people behind this particular card. You'll find insight into the original concept, what the artist wanted to do with the idea, how the card did in play-testing, and how it went from illustration and text to the card in your hand.

The Origin

The expert: Jim Lin, who works in the research and development department at Wizards of the Coast. He was in the early *Fallen Empires* brainstorming sessions when the idea for this card first surfaced.

InQuest: When you decide to create a new expansion set for Magic: The Gathering, do you have a specific idea in mind for each card, or is there a certain randomness associated with the process?

Jim Lin: No, not all of the cards have a specific idea. But they have to fit into the history, they have to be a part of the *Fallen Empires* story.

How does Orgg fit in?

Basically, there are raiders attacking the empires. During this period, there was a weird breeding experience between ogres and gob-

lins, and that's where this came from.

Where did the idea for the Orgg card come from?

We were sitting in a room brainstorming ideas. We wanted a big, stupid ogre that doesn't know how powerful it is.

Where did the name "Orgg" come from?

The original idea came from one of our original play-testers, Chris Page, who also did some design work for us. When we were playing with little cardboard cards, way back, he used to call ogres "orggs." I don't know if he just mispronounced one of the cards or if it was intentional, but it kind of stuck.

Did the card change much between that first meeting and the finished product?

We start with an idea. In this case, it was a big creature. It's not likely to change too much, though in this case, it was cheaper [much easier to cast] than it ended up being. Originally, it was two mana.

Once you have an idea, where does it go?

To the artist, then to play-testing. We do inside play-testing [with Wizards of the Coast staff members], and we do some outside play-testing.

Did this card become less powerful because of the play-testing?

Yes. It was very difficult to defeat a deck that was relying heavily on those cards.

The Illustration

The artist: Daniel Gelon, a member of the Wizards of the Coast staff whose work has appeared in several of the company's games.

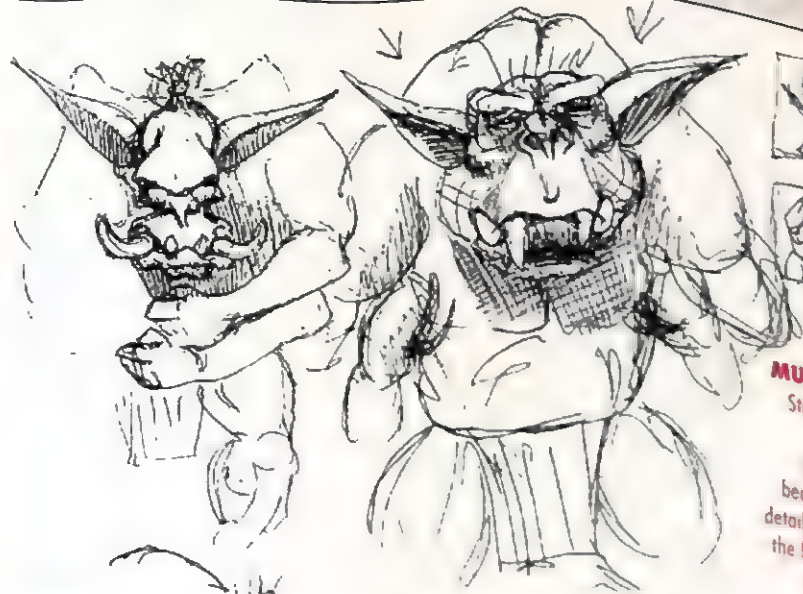
InQuest: When you were approached about doing the Orgg card, what were you given?

Daniel Gelon: The title and a description. They wanted a cross between a goblin and an ogre; a mutant, basically. But when it attacked large monsters, it became a 'fraidy-cat.

What was your interpretation of the card?

The card is kind of goofy. It's a real big, dumb, lucky thing.

Is the illustration on the card close to your



MUTANT SKETCHES

Starting with thumbnails (shown here), artist Daniel Gelon's designs became tighter and more detailed (below) leading to the final drawing (bottom) which is then painted.

first thought?

I had a few other ideas. I was playing around with the mutant forms. The goblin arms, those have been around since the beginning.

Were there major changes between the start and the finish?

I had a general idea of what I wanted. I wanted a large, hulking thing chasing a little thing across a mountainous landscape. I started out with a goblin.

How did you come up with the final illustration?

I did four or five thumbnail sketches, then two drawings and a final painting.

How much time did you spend on this particular card?

It takes two or three hours to do a final drawing, eight hours to paint it.

How many pieces did you paint for *Fallen Empires*?

I did eight pieces.

Is "Orgg" one of your favorites?

Yeah, this ranks as one of my favorites. I did three goblins for *Fallen Empires*. They're my favorite pieces.

The Play-Testing

The play-tester: Chris Page, a graduate student in the physics department at the University of Pennsylvania. In his first year at Penn, he met Richard Garfield, then in his final year of studies, who was polishing the design of *Magic: The Gathering*. Garfield asked Page if he wanted to test a game. He did. Since then, Page's role has grown to include regular play-testing, supervising other play-testers, and occasional design work.

InQuest: Can you describe the typical process of being a play-tester?

Chris Page: They send us a list of cards and cardboard cutouts or a sheet of cards. With *Fallen Empires*, the cardboard sheets were randomized as decks. They were three-by-three, and that's how they were supposed to be used.

Do you have precise guidelines, or is there flexibility in play-testing?

With *Fallen Empires*, we used nonrepresentative cards [we traded cards from the decks Wizards of the Coast sent us].

What was your first reaction to the Orgg card?

Powerful. The Orgg card was originally two red mana. It was two red, and you could





PRODUCTION

The finished painting is scanned into a computer and laid out into a card format. Once film has been run and the card is printed, it's shipped off to your favorite card dealer.

get them out [into play] so fast, your opponent couldn't react. Early on, [Orgg] would trash all characters.

How did the Orgg perform in the first couple of rounds of play-testing?

It was pounding the other guy 75 percent to 80 percent of the time. Your opponent could fight for one or two turns, but that was about it.

What is a typical play-testing scenario?

We usually try for about eight groups. We're still trying to train play-testers, so sometimes, it's hard.

What's the difficulty?

You have to have someone who knows what they're doing. We have play-testers all across the country, so they're not always doing the same thing. I usually end up constantly correcting people.

What do you do for Wizards of the Coast?

I've done design, but mainly, I do a lot of play-testing

The folks at Wizards of the Coast credit you with coming up with the name Orgg. Where did you get it?

From my mispronunciation of the word "ogre" from back when I was playing *Dungeons & Dragons*. It looked like "orgg," so I kept calling it that.

The Production

The expert: Carrie Thearle, Wizards of the Coast's media relations director.

InQuest: When the text and the illustrations are complete, what has to be done before the cards can go to press?

Carrie Thearle: First, the art is scanned into the computer, color-corrected, and placed into borders. The cards and text are laid out in a layout program, color proofs are generated, and then changes and corrections are made. Then a second set of proofs are made and approved and films are generated and approved.

Once you have camera-ready art, how long does it take to get a set into stores?

About five to six months pass between getting art and product hitting the stores.



Where are the cards printed and packaged?

Carta Mundi, Belgium.

What're the chances of getting an Orgg card?

Orgg can only be found in *Fallen Empires*. If you buy a booster pack of *Fallen Empires*, you have approximately a one in 60 chance of getting an Orgg.

Zachary Reid has also written *InQuest* articles about Wizards of the Coast guru Richard Garfield and project manager Tom Wänerstrand. And no, Zach isn't on WotC's payroll; he's a fairly impartial freelance writer who lives in Richmond, Va.



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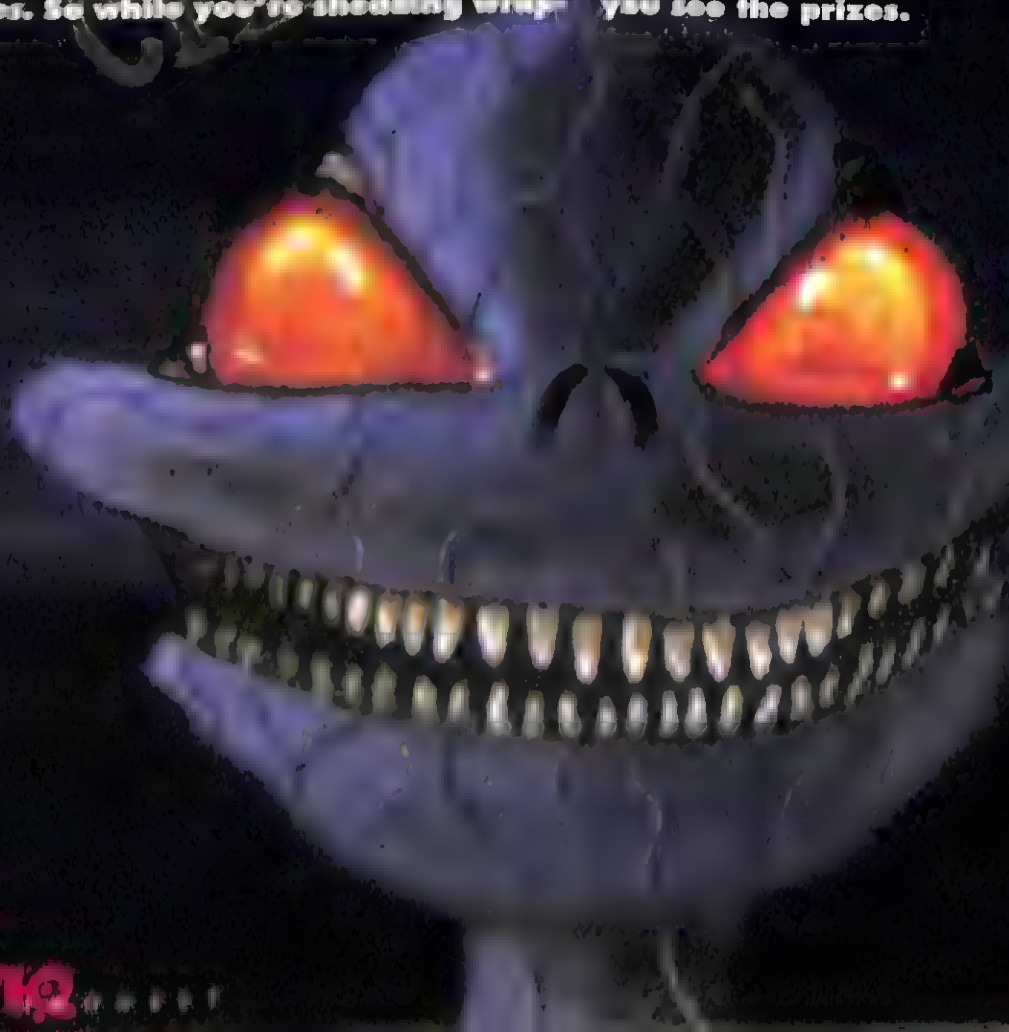
CONTEST

Wizards
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The Build-It-Yourself InQuest Contest

Well, lookie there! All your favorite **Magic: The Gathering** artifacts and creatures are back for the attack in **Magic's** new expansion set, **Chronicles**. So while you're shedding wraps, you see the prizes.



How to Play

All you have to do to participate is actually physically create any artifact or creature found in *Magic: The Gathering*. Use anything you want (well, outhouse trash and lab animals are out) and just be creative—design an Elder Spawn with spray paint and a piece of coral, make a Nevinyrral's Disk out of a spare family heirloom. You can't design an Atog out of your sister, and don't think taking a shot of your pet iguana for the Thicket Basilisk is particularly creative.

When you're done, take a picture of it and show us your handiwork (no Polaroids, please, and remember that magic word: focus!). Remember, you can do anything you want. To go the easy route, try a Copper Tablet (writing on an orange piece of paper—what could be easier?) or the Dingus Egg (uh, maybe this is easier. It looks like an Easter egg). If you're in it for the challenge, try a Spinal Villain or an Orgg.

Anyway you cut it, it's easy, it's fun, and it's 100 percent fat-free! So hop to it, 'cause you could win some great prizes.

Grand Prize (One winner)

One lucky reader will receive a 60-card *Chronicles* deck personally selected by *Magic: The Gathering* Big Kahuna Richard Garfield. This deck will include a card of the creature or artifact that you send in, and Big Rich will even autograph that card for you, 'cause he's such a swell guy!

First Prize (100 winners)

Another 100 readers will receive two *Chronicles* booster packs, and one of those packs will even be autographed by Richard Garfield. Ooogola ooogola ooogola! Don't open it!

Fill this puppy out, attach it to your entry, put it in an envelope, and send to:

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Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or the original Broadway cast of *The Wiz*. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3 by 5-inch index card and attach your photograph of the creature/artifact you created to it (please label your picture). Enter unlimited times as you like. Mail each entry separately to: Build-It-Yourself InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules herein. Hey! Legging Egg! All entries must be received at contest headquarters by September 29, 1995. Wizard Press reserves the right to reject, alter, modify, reject, or mutilated entries. Odds of winning will be determined by the number of valid entries received by the closing date of the contest. Prize winners will be selected based on quality and creativity by Wizard Press from all properly completed entries. The selection will take place on October 16, 1995. All winners must claim their prize within 30 days of the contest closing date. If you don't win and you can't handle it, tough

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Build-It-Yourself InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Contest Entry Form

This contest expires **Sept. 29, 1995**—
so you'd better get your rear in gear!

My Name _____

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ZIP _____

You want extra mana with that?

This contest is sponsored by Wizards of the Coast, game makers deluxe and keepers of the Hurlon Minotaur.

Official Build-It-Yourself InQuest

Casting Call

InQuest casts the

The Lord of the Rings movie.

Yeah, there've been a bunch of cartoons (and a quasi-cartoon-live-action-whatever film) based on J.R.R. Tolkien's masterpieces. But when Minas Tirith looks like a sand castle and Gollum's jumpin' around like some whacked-up court jester... sorry, that just doesn't cut it.

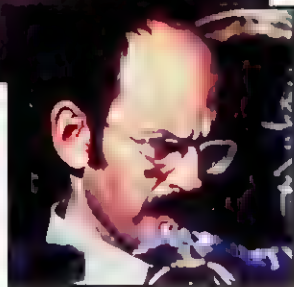
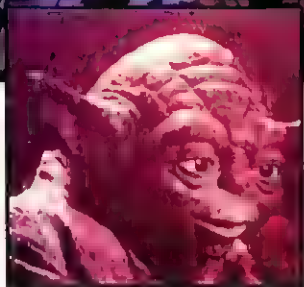
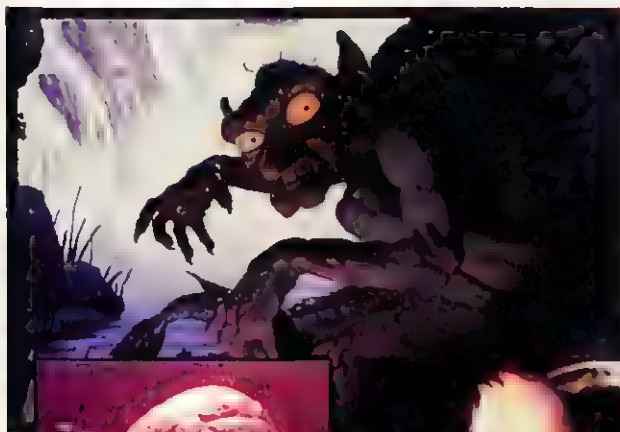
So *InQuest* set out to cast the first *Lord of the Rings* flick with real actors, cool special effects, and high-budget location shots. All right, so it won't really be Middle-Earth, but it won't be the South Bronx either. Even though this movie we're casting is completely imaginary, we will give you one guarantee: our vendors will blow away your songs.

**By a bunch of
InQuest staffers**

Balrog

Tim Curry in his *Legend* makeup would make a very cool Balrog. Of course, he'd need a few more inches and an even nastier disposition, but plant him in the depths of Khazad-dûm and it's almost a sure bet.





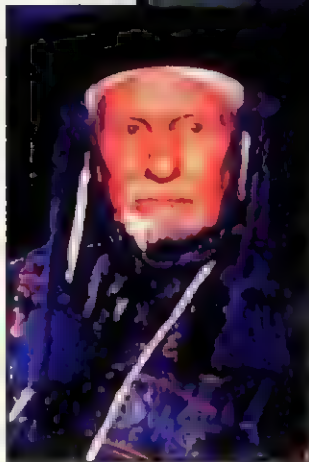
Gollum

The wackiest *Star Wars* good guy would be the weirdest *Lord of the Rings* bad guy. The ol' Jedi master himself, Yoda, would play Gollum... uh, that is, Frank Oz would play Yoda, who would play Gollum... you get the picture.



Frodo

It's time to cast Frodo, our main protagonist, with *Jurassic Park* and *Radio Flyer* star Joseph Mazzello. Hey, it's a better gig than getting french fried on a metal fence.



Gandalf

On to some real humans! The dignified Sir John Gielgud would fit perfectly as the most famous mage around, Gandalf. Best known for his roles in *Arthur*, *Gandhi*, and, more recently *The Power of One*, a quick stop at ZZ Top's barber would make John Gielgud our man.



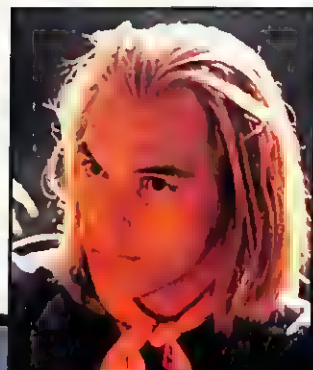
Ringwraith

The head Ringwraith—heck, all of them—could be voiced by James Earl Jones, best known for roles in *Conan the Barbarian* and *Patriot Games*, and as the voice of the Emperor's favorite lackey, Darth Vader. Who better to work some menacing ventriloquistic tricks?



Galadriel

Amy Yasbeck, of *Robin Hood: Men in Tights* and TV's *Wings*, would bring the beautiful Lady Galadriel to life. She's our only female lead, so we'll probably add in a few extra scenes in Lórien.



Legolas

To play the best shot in the West, Legolas the Archer, we tabbed Julian Sands. The star of *A Room With a View* and *Warlock* is about as albinolike as they come, so he's a shoo-in for the fair-skinned elf.



Aragorn

Mandy Patinkin would be the sprittin' image of Aragorn. You know him from *The Princess Bride*, *Alen Nation*, and more recently, TV's *Chicago Hope*, in which he plays Dr. Geiger. Plus he can do some cool shadow puppets.



Gimli

Joe Pera, star of films like *Lethal Weapon 2* and *My Cousin Vinny*, steps in as the curmudgeonly Gimli the Dwarf. Yeah, we know—it's not exactly the most flattering of roles, but Joe's still gonna be the highest paid actor in Hollywood by the time *InQuest*'s done with him.





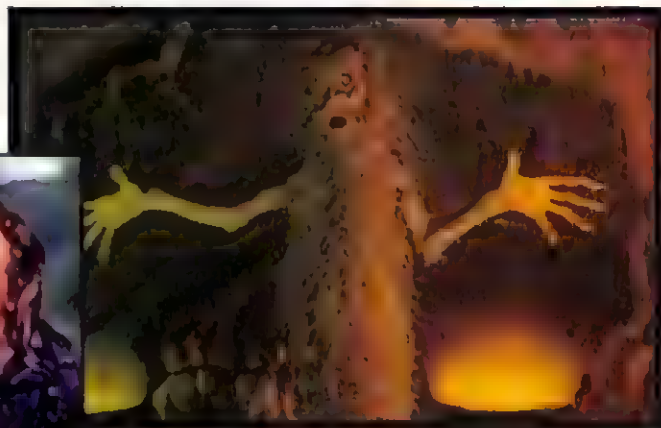
Boromir

A big bear of a guy like Merlin Olsen would fit the Vikingsque Boromir to a tee. You've seen the ex-football star in the TV shows *Father Murphy* and *Little House on the Prairie*.



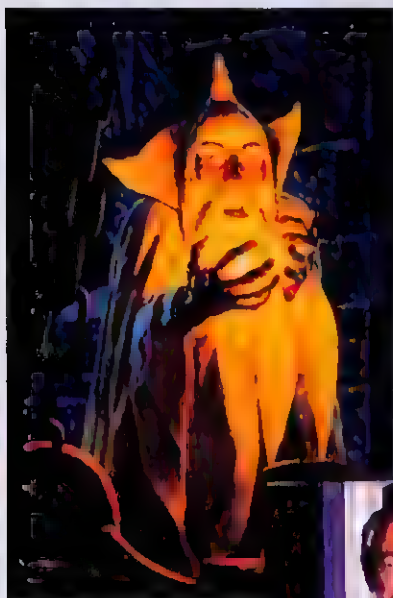
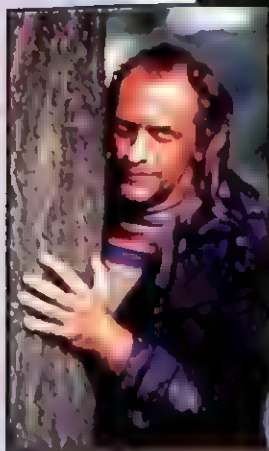
King Théoden

For King Théoden of the Mark, the misguided yet noble ruler of Rohan, we chose Willoughby Gray from *The Princess Bride*. He's just got that grandfatherly quality to him.



Treebeard

For the ancient, forest-grumbling Treebeard, we wanted to go with Dan Aneche, but he didn't hang around long enough. So like all good Hollywood producers, we went to the No. 2 guy on our list: the ever-goofy Christopher Lloyd. He's been in tons of stuff, including the TV show *Taxi* and the movies *Back to the Future* and *The Addams Family*.



Saruman

Max Von Sydow, of *Needful Things* and that fan favorite, *Flash Gordon*, terrorizes the screen as the traitorous Saruman the White. You don't even want to know what else he does down in that basement.



So there you have it. Of course, as **epic** as the *Lord of the Rings* is, we couldn't cover all the great **heroes** and **villains**—these're just the ones who'll fit on our movie **poster**.

The InQuest staff, who've been scoffing down Cracker Jack boxes for weeks in search of "The One Ring to Rule Them All," are thinking more and more about the advantages of going all-tofu.

Plugged-In



The *InQuest* Directory to Cyber-Gaming

By Buddy Scalera



You've heard all the stories. People playing games of *Magic* on their computer. *Illuminati's* "home page" on the World Wide Web. Free game software. Graphics.

But like most people, you're not sure where to start. Well, neither were we, quite frankly. It's all a bit...Intimidating.

But like any brave adventurers, we decided to surf

the Internet and the commercial on-line services for fun stuff. We found endless hours of cool places to hang out, get free stuff, and play games.

We checked out various computer on-line services including America Online, CompuServe, eWorld, Prodigy, and the World Wide Web. What follows is a sort of directory of cool places that we discovered. Of course, this is not a complete directory—that would be book length. This is just a starter's guide.

► The Basics

To get started, you'll need an IBM-compatible or Macintosh computer, a modem, and a phone line.

Modems come in all shapes, sizes, and, most importantly, speeds. We like to go fast, so if you don't already have a modem, we recommend buying at least a 14,400 bits-per-second modem, which is pretty fast at a reasonable price. A lot of the World Wide Web requires that kind of speed. Even if you stick to commercial on-line services, they usually charge by the hour, so a slow modem will cost you anyway.

► General Tips

- Read FAQs. FAQ is an abbreviation for Frequently Asked Questions. Read 'em. They're there for a reason. These gems of information can help save hours of learning time. One Web page offers the mother of all FAQs. Check it out by typing <http://wcl-rs.bham.ac.uk/GamesDomain/gdfaq/gdfaq.html> and you'll be surfing like a pro.

- Look, Listen, and Learn. It's easy to feel overwhelmed by the on-line experience. Pay attention and learn by osmosis (look it up, it's a great word!).

- Osmosis (because we know you didn't look it up) is learning by soaking it all in. It's how you learned *Illuminati*, and it'll work on-line.

- Experiment. If typing "games" doesn't get you where you want to go, try words like "Magic," "TSR," "Decipher," or "Illuminati." The more you're on-line, the more you'll discover.

► Play Magic On-Line?

We're serious. You really can play *Magic* on-line. It's a little tricky and slower than a normal game, but you'll never have to look for an opponent again.

To play *Magic* on America Online, type Keyword: GIX. This will lead you to the Gaming Information Exchange.

We played against the forum host, Donna (who didn't go easy on us because we were beginners).

The game works mainly on the honor system, although tournaments are well-regulated. In tournaments, players give the forum host a list of the cards they're using, numbered from 1 to 60. The host rolls electronic "dice" indicating which cards from your deck you can play. (This simulates a random draw.) Since you and the host both have the same list of cards, you can't throw an illegal card into play or "find" a Disenchant. It's a solid system.

The cool part of the game is that you can play any cards you want. Can't afford a Black Lotus in real life? No problem—just request that card as part of your deck.

You play *Magic* on-line as you would face-to-face, except you have to type a message to tell your opponent what you're doing: "Untapping." "I'm putting down a Forest and tapping it to cast Scryb Sprites." "I'm attacking with my 1/1 Merfolk, my 2/3 Holy Strength Merfolk, and my 2/2 Mindstab Thrull."

Unfortunately, you don't get to see your opponent's cards. To keep track of what your adversary has out, you have to keep a list of the cards she's played, making notes whenever something is killed or otherwise affected (enchanted by a Paralyze, for instance). Also, if you're playing with a "dream deck" of Moxes and Lotuses, you won't be able to see your cards either.

The Game Information Exchange has a free file you can download listing every *Magic* card, its type, casting cost, and abilities. Not that we're bragging or anything, but the *InQuest* price guide does the same thing.

CompuServe and eWorld have variations of *Magic* on-line.

(Don't confuse this with the on-line multiplayer version of *Magic* being released by MicroProse and given away in an *InQuest* #4 contest. That will feature full graphics and a single-player mode. You'll need an IBM PC-compatible computer with a CD-ROM drive to play it.)

The entire transcript of our game with Donna will be available in the Wizard World forum. To get there, use Keyword: Wizard and click on the *InQuest* icon. If you've never played before, the transcript will help you learn.

Oh, and by the way: we won.

■ For your *InQuest* directory to on-line gaming, turn to page 50.

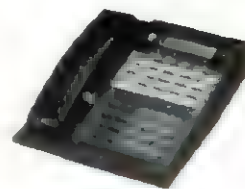


■ Can't afford a Black Lotus? Not

a problem—with on-line *Magic*

you can play with any card,

even if you don't own it.



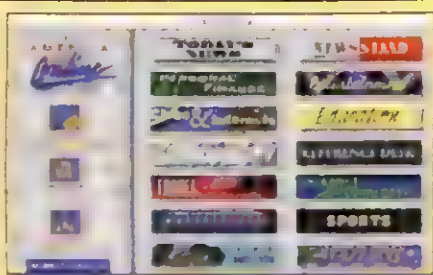
■ For you to get up and running,

all you need is a computer, a

modem, and a phone line.

America Online

America Online is one of the fastest-growing on-line services, and with good reason. The flashy graphics and expanding user base has made it appealing to both information providers and users.



Advantages: America Online is aggressively recruiting new companies to come on-line (including *InQuest!*). It's also got a well-organized on-line *Magic* gaming community.

Disadvantages: It's lagging behind a little in its development of a Web Browser (the software you need to check out the World Wide Web—see the WWW section).

Game Information Exchange

Keyword: GIX

InQuest readers will find the Game Information Exchange area absolutely addictive—this is where you can play *Magic* on America Online. The GIX also has friendly bulletin boards and links to lots of cool software. If you're part of the GIX, you probably should join the FOG—the Fellowship of Online Gamers, that is. Keyword: FOG will get you there.

The Game Base

Keyword: Gamebase

The Game Base provides many megabytes of information from publishers including Atlas, Chaosium, Columbia, FASA, Games Workshop, GDW, Goldtree, Iron Crown, Mayfair, R. Talsorian, Steve Jackson Games, West End, White Wolf, and Wizards of the Coast. There are files that direct you to the e-mail addresses of the aforementioned companies so you can contact them directly.

TSR

Keyword: TSR

TSR has a well-stocked and exciting forum for *D&D* addicts. It's a well-organized and good-looking area with lots of friendly people. There's also a ton of great stuff to download, including dungeon master utilities, spellsheets, rules, artwork, and stories by gamers. Believe it or not, TSR looks better on a PC computer—whose displays are normally less than spectacular—than on a Macintosh. Go figure.

Game Designers Forum

Keyword: Game Design

Meet other roleplaying and computer game designers and work out the bugs of your soon-to-be-successful game.

Other Places to Visit

Games Forum

Keyword: Games

Games Parlor

Keyword: Games

SSI's AD&D Unlimited Adventures

Keyword: Unlimited Adventures

CompuServe

CompuServe makes it easy to get to all of the game-related forums by grouping them together by category. Like most of the services, CompuServe offers a variety of opportunities for gamers. For the most useful talks and trades, gamers should check out Go: Games.

One of CompuServe's clear advantages is its bulletin board system. Of all the services we sampled, CompuServe's interaction between members seemed to be the best. Graphically, it's not as pretty as America Online or eWorld, but it does provide tons of reference material. We also like the design of CompuServe's messaging system.

Advantages: This place has almost everything available for on-line gaming. It's also a great place to meet gamers for a little one-on-one challenge. Most people use their real names. Has a Web browser in place for PCs.

Disadvantages: It's mainly a text-based system. There are some graphics there, but it's not really going to take your breath away because it's more substance over style. No Web browser for Macs.

Play-by-Mail Games

Go: PbmGam

This area takes advantage of CompuServe's e-mail. People play *Magic* by e-mail much like they do on America Online (it takes somewhat longer, of course). You can also play or trade *Jyhad*, *Illuminati*, and *Spellfire* by e-mail.

Modem-to-Modem Games

Go: ModemG

CompuServe is also a leader in modem-to-modem games. Essentially, people meet on-line, agree upon a game, and then call each other directly to play. Action games are the order of the day. All the software you need is free for downloading.

Game Publishers

Go: GamAPub, **Go:** GamBPub, **Go:** GamCPub

For information, talk, and software on or by game publishers, including Activision, Cactus Development, LucasArts, MicroProse, and Spectrum Holobyte.

Other Places to Visit

Hot Games Download Area

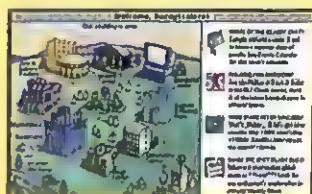
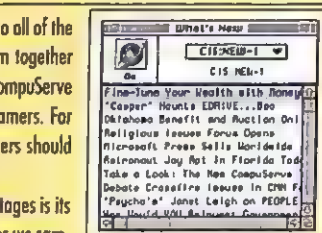
Go: HotGames

Role Playing Games Forum

Go: RPGGame

eWorld

Talk about potential! eWorld, run by Macintosh, manufacturer of Apple Computer, has the technological capability to be one of the premier on-line gaming spots. It has superior sound, navigation, and graphics. The only problem is its relative newness to the on-line world: there aren't many people on-line. There's a lot of messaging and free software in the Inside Games area. We're hoping that with time this develops into a more frequent on-line service.



Advantages: If you're a Macintosh lover, this place was built for you. Cool sounds and a smooth interface makes this place an absolute pleasure to explore.

Disadvantages: It's lonely. This service is so new that it's barely inhabited yet. Imagine Disney World with no one to play with except the ride operators. Has no Web Browser yet. Not accessible to PC users yet.

User-vs.-User Games

Shortcut: Electric Adventures

The system supports games where users can talk to each other with sound effects. It would have been a very cool thing to play with...had we found someone with whom to play. You may have better luck than us if you follow the scheduled calendar of events.

Live Magic Games

Shortcut: Inside Games

Forum host Vinny Salzillo operates the games almost exactly the way Donna runs the America Online games.

Prodigy

The heart of Prodigy's gaming community is easily accessible by typing Jump: Game Center. This leads you to a control panel with links to everything from quick on-line games and bulletin boards to downloadable games and game hints. To skip right to the area where they talk about gaming, type Jump: Games BB. You can also play the hugely popular *Where in the World is Carmen Sandiego?* by typing Jump: Carmen.



Advantages: Lots of people. Easy to use and learn. Several fun games. Some of the graphics and interfaces are really intense. Has a great Web Browser in place for PC users.

Disadvantages: Prodigy sometimes seems like a dinosaur compared to its competition. Some of the graphics and interfaces are kind of lame. No Web Browser for Macs. A few of the games, including *Rebel Space*, cost you per game, which is a real buzz killer.

WWW

The World Wide Web (WWW or Web) is a totally unique experience. It has the biggest and strangest places to visit in all of cyberspace. And it's free. Sort of.

You can get to the World Wide Web a number of ways, including from Prodigy, CompuServe, eWorld, and America Online. Companies like GEnie, Delphi, and Spy (Internet in a Box) specialize in the Internet and the Web. The Web is free, but most services that let you use it are not.

Don't be put off by the ridiculously long access names. The coolest thing about the WWW is that you can use "hypertext." Click on the name of a Web site and you go there. One minute you're hooked up to a game board in San Francisco, the next you're checking out a *Magic* page in Sweden.

One of the best Web sites is Zarf's List of Interactive Games on the Web. The access name: <http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>. (Say that three times fast.)

Some of the best areas we accessed were linked to Zarf's List. A great starting point for new users, its links are fun, fun, fun. Zarf's connects to areas such as Cindy Crawford Concentration, Crime Scene Evidence, the Frog Dissection Kit, or Mr. Potato Head. We couldn't make this stuff up!

Advantages: Developing quickly and will be a force in the future. Everything imaginable is there. Accessible through most of the major on-line services, allowing you to get the best of both worlds.

Disadvantages: Need pretty substantial hardware investment to use it effectively. It's unregulated, so many areas do not function properly or are just a waste of time. Only some areas have links to chat areas, downloadable files, or bulletin boards. This can make you very lonely. There's no guaranteed virus protection like on the pay services, so download at your own risk.

Deck Games/Collectible Trading Card Games

<http://www.itis.com/other-games/>

A directory of links to some of the larger gaming card publishers, including Atlas, Block Dragon, Card Sharks, Columbia, Decipher, Heartbreaker, Mag Force 7, Steve Jackson, U.S. Games Systems, TSR, Ultimate Games, and Wizards of the Coast.

Doomtrooper

<http://www.webcom.com/~kimbo/doompage.html>

Use the knowledge contained here to fend off the Dark Legion.

Double Exposure

<http://www.io.com/~salvies/>

Run by the same people who sponsor DEXCON (the tournament this year runs July 20-23 in Somerset, N.J.). This page has links with some serious on-line game stuff, including the Northeast Regional Magic Tournament and the National Gaming Convention Register. It also provides updated information for the DEXCON4 convention.

More Magic on the Net

<http://marvin.mccc.wisc.edu:80/deckmaster/magic/other.www.html>

We think the name speaks for itself.

Star Trek: The Next Generation

<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>

The best *Star Trek* home page we found was run privately by a guy named Andrew Wooldridge (<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>). Packed full of Decipher news releases, rules, FAQs, and downloadable images, it probably has every last byte of *Star Trek: The Next Generation Customizable Card Game* information available in deep space.

Steve Jackson Games

<http://www.io.com/sjgames/>

This has links to all SJG games, including *INWO*, *Toon*, *Car Wars*, *Ogre*, *Illuminati*, and *Hacker*.

White Wolf

<http://acadia.ens.fr:8080/home/granboal/Vampire/net.html>

Hypertext links to nearly 100 great places related to *Vampire* and *Werewolf*. You can really sink your teeth into this page.

Wizards of the Coast's Jyhad and Magic

<http://www.itis.com/deckmaster/jyhad/>

<http://www.itis.com/deckmaster/magic/>

The *Magic* page is one of the best resources for *Magic* fans. It includes a glossary, official rules, card info, variant rules, and The Library of Alexandria, Dominia's storehouse of fiction, strategy, and history. It also links to *Jyhad* and *RoboRally*.

Zarf's List of Interactive Games on the Web

<http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>

Recommended for beginners.

Buddy Scalera is the on-line editor for *Wizard* and *InQuest*. Actress Sandra Bullock claims to be "his biggest fan." You can reach him by e-mail at WizardTGTC@AOL.com.

The Conquest of Dominia

The Legends battle it out in a game variant for *Magic: The Gathering*.

By Michael Searle

How To Play

It is a time of champions—a time of legends.

If your *Magic* group is interested in seeing whose deck can lead the world out of chaos and into a harmonious new world order, then this is the variant for you. The name of the game this time around is *Campaign Magic*.

We devised this variant for the *Legend* set, but that doesn't mean that you can't use other, more accessible sets. Just pull creatures out of another set for the Allies and the Legends unique. Besides *Legends* cards, you should only fill the rest of your decks with Fourth Edition cards. (Revised is OK too.)

Setup: First, you have to decide what style you'll be playing. Chaos, with everyone for themselves? Teams of two? Emperor, with teams of three? Once you choose, you'll have to stick with that arrangement, for the duration of the war.

Second, shuffle all the Summon Legend cards (don't use other multi-colored creatures, or *Exile* that random), and place them face up off to the side. These will be the Allies whom you'll be able to bring over to your side later in the game (see the Allies section). Each time you start a new battle, you should reshuffle the Allies and place them away.

Next, break out the map. Preferably, it'll be a sketch or copy of the realm we've worked out here. If not, design your own, giving each province a name and special ability (see the Map section).

Finally, determine who goes first, and begin.

The Map: The world you're fighting for is the Dominaria of the past. Its provinces correspond to the legendary lands, including Hammerheim, Pendelhaven, and Seafarer's Quay. (Yep, we found a use for the band with other *Legends* lands; imagine that.) Each province has its own special ability.

1. Hammerheim: Sacrifice any red creature to do damage equal to its power to any target; however, the controller takes damage equal to the creature's toughness.
2. Urborg: All undead creatures can regenerate for BB.
3. Cathedral of Serra: All creatures attack without tapping.
4. Karakas: Legends can't attack, but may use special abilities.

5. Seafarer's Quay: Any creature with water in its picture gains first strike.

6. Tolania: Each permanent comes into play face down until it taps, attacks, or activates an ability with a cost.

7. Unholy Citadel: Cast any permanent from your graveyard by paying its casting cost and sacrificing and removing from play a permanent other than a land.

8. Pendelhaven: Any creature with a forest or trees in its picture gains +1/+2.

9. Adventurer's Guildhouse: Any damage done by nonhuman creatures cannot bring a player below one life; only human creatures can finish off a player.

10. Pendrell Vale: Any time a spell is successfully cast, all players have the option of drawing one card.

11. Mountain Stronghold: Only half your creatures can attack, rounded down.

While you're battling for a province (see Campaign Combat), treat its special ability as an invulnerable Enchant World. Everyone can use it; no one can destroy it.

You can only use the special ability of the territory being contested, even if you already control other provinces.

The normal abilities of the legendary lands don't matter in game play, although you can put those lands in your deck and use their normal abilities if you want. There's no bonus for having those cards.

Campaign Combat: The opening campaign battle will be played on a random province (that's why they're numbered—we were thinking ahead!). A single duel determines who wins control of the province.

After the first battle, the individual or team who won the duel—and the province—chooses the site for the second battle. Each struggle must take place in a land adjacent to where the last battle was fought.

When a province that is already controlled by an individual or team comes under attack, the defender(s) get the bonus of starting with 30 life instead of the normal 20.

Allies: Ten Summon Legends (not to be confused with the regular *Legend* cards) are placed off to the side in sight

of all players. These are considered Allies—mercenaries for hire who will join your cause for the current duel.

The first team or player to tap the appropriate mana on its turn gets the corresponding Legend. For instance, if Xira Arien was one of the Allies, you'd have to tap her casting cost—a blue, a red, and a green—to bring her into play on your side. She would then be considered your creature for the remainder of the current duel. If unsummoned, she returns to the Ally pool; if destroyed, she leaves the game.

Throughout the game, you'll have to decide whether to use your resources to acquire a Legend or play the cards in your hand.

Strategy: It's very important that players use the same decks once the campaign starts, since the idea is to see who has the best-balanced deck through a long period of trials and tribulations.

Each province on the map gives an advantage to certain types of decks. Pendelhaven lends the edge to forest dwellers (green creatures), while Seafarer's Quay gives a bonus to those with water abilities (blue creatures). Hammerheim tests your defense; Mountain Stronghold, your offense.

Your best option is probably to incorporate various colors and approaches. In other words, don't be single-minded—it won't work.

We also suggest playing for ante—to signify the spoils of victory and the ever-changing conditions of war—but only if you feel comfortable doing so.

Winning the Game: The campaign proceeds until a single person or team controls three adjacent provinces. You win if you control Pendelhaven, Pendrell Vale, and Mountain Stronghold, but not if you have Pendrell Vale, Mountain Stronghold, and Tolania.

If all the provinces have been conquered and no one has won, the war continues until three adjacent provinces are controlled by one team. Of course, if you'd like the campaign to last longer, you can make up additional rules beforehand.

And once legendary Dominaria is conquered, what then? Well, there are always new worlds and new battlefields to be contested...

House Rules

If you ever come up against a rule in *Magic* (or in a *Magic* variant like this one) that seems to contradict itself, or if you and your opponent cannot agree on how the wording/images on some cards affect another card, make it up. These are called "house rules" and you should stick to them whenever possible. Basically, it's a middle-of-the-road agreement that everyone can live with.

Stuck on a point that you and your opponent both feel that you're right about? Toss a coin. Whoever calls it has their opinion passed as a house rule, and the other must adhere to it.

And hey, don't forget about the Wizard's of the Coast customer service line and e-mail address. (206) 624-0933 and questions@wizards.com, respectively. (They're pretty good at answering *Magic* questions.)



1. Hammerheim
2. Urborg
3. Cathedral of Serra
4. Karakas
5. Seafarer's Quay
6. Tolania
7. Unholy Citadel
8. Pendelhaven
9. Adventurer's Guildhouse
10. Pendrell Vale
11. Mountain Stronghold

INQUEST

CONTEST



Presents:

The Were-Pez InQuest Contest

Pez dispensers! You know 'em, you love 'em. They're those little plastic thingees with heads of cartoon characters that spit out sweet little candy rectangles (mmmm....sweet candy rectangles). The candy is great, and the dispensers are supercool. Heck, everybody loves Pez. Even werewolves.

Which got us to thinkin'. What would a werewolf Pez dispenser look like? Better yet, what would a real, honest-to-garlic were-Pez dispenser be like? What would a were-Pez change to during a full moon? What would it eat? Would Lon Chaney play it in a movie? We and our good buddies at White Wolf just have to know! And White Wolf, being considerably more generous than we are, is even giving away some great prizes to people who tell us.

How To Play

All you gotta do is draw or write about your version of a werewolf Pez dispenser. Go nuts. Be creative. Be silly. Be serious. We don't care. Just do it! Tell us what it would look like. Tell us just how it transforms during the full moon. Tell us how it marks its territory. Go crazy and be detailed as heck, because the top entries will walk away with some great prizes!



Grand Prize

(One winner)

One lucky-reader will receive a bitchin' black leather jacket with an original werewolf drawing by top-shelf *Rage* artist Richard Kane-Ferguson!

First Prize

(10 winners)

Ten readers will receive an original werewolf pen-and-ink sketch by Richard Kane-Ferguson, personalized especially for them!

Fill this sucker out, attach it to your entry, and put it in an envelope addressed to:

**White Wolf Were-Pez
InQuest Contest**

c/o Wizard Press

P.O. Box 118

Congers, NY 10920-0118

Contest Entry Form

Deadline is **August 31, 1995**

Name

Date of Birth

Jacket Size

Address

City

State

ZIP

Phone

How many points?

This month's contest is sponsored by White Wolf, guys who know more about werewolves than Warren Zevon.

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, and their immediate families or anyone who thinks calling the King's dispenser Elvis Pezley is actually funny. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: White Wolf Were-Pez InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Y'know, to get candy out of a Pez Dispenser, you gotta twist its head back and pull candy out of its neck. Did I like, Clive Barker invent this thing? All entries must be received at contest headquarters by August 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on creativity by Wizard Press from all properly completed entries. Judging will take place on September 15, 1995. All winners will be notified. Give us any grief and we stick our boot in your ass.

For a list of winners, available after September 15, 1995, send a self-addressed, stamped envelope to White Wolf Were-Pez InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Official White Wolf Were-Pez InQuest



ICE RAGE

The newest *Magic* expansion set will cool off some older card's price tags.

By Douglas Goldstein

Ice Age, 363 cards in all, is like no other set. The average card can do more than ever before, with many cards requiring six or more lines of text to explain their abilities. Simple 1/1 or 2/2 creatures are few and far between.

And, in case you haven't seen them yet, these cards are powerfull! Many older, discontinued cards now have easily accessible replacements.

The big news of the day is that the Icy Manipulator, last seen in the Unlimited Edition, is back. Sure, Wizards of the Coast brought back other discontinueds in the Fourth Edition, like Twiddle and the Ironclaw Orcs, whose

older versions fell in value like a fat cow pushed from a helicopter. But this is the first time that one of the true powerhouses of the game has been made available to the fans again. The price tags on earlier versions plummeted, but many players are holding on to theirs because they like the old artwork

better. The new Icy sells in the high teens.

Speaking of Twiddle, the two new blue instants Infuse (untap anything) and Energize (tap anything) have higher casting costs, but nonetheless will lower Twiddle's desirability a little.

Another card that replaces an out of print is the Thermokarst. It's a green sorcery that destroys a land and gives you one life if that territory is a "snow-covered" land (see our *Ice Age* article on page 20 for more details). This does the same thing as the discontinued Ice Storm, except its casting cost is GG1, whereas Ice Storm's was a more-accessible G2. But that won't stop Ice Storm from losing value. Similarly, the black sorcery Icequake replaces the old Sinkholes.

There are so many new cards that let you draw cards that Ancestral Recall will fall out of demand. Not only do a lot of the *Ice Age* cards make you draw a card during your next upkeep, Brainstorm is almost identical to Ancestral Recall—and it's a common! This blue instant that lets you draw three cards and put back any two from your hand. Also check out Necropotence, a black enchantment that lets you spend life to draw cards at the end of your turn; Diabolic Vision, a black/blue instant that lets you draw five cards, take one, and return four; and others.

Some people say that the Jeweled Amulet is an *Ice Age* replacement for the Moxes. It's an artifact with no casting cost that lets you put one colored mana into it, and use that mana next turn—kind of like a delayed Mox. While this is better than nothing, it's not as fast as the Moxes that spur many first-turn triumphs. I wouldn't worry about their \$95-\$110 price tags heading south just yet.

Chaos Moon, a red enchantment, will do the same thing as Gauntlet of Might if there are an odd number of permanents in



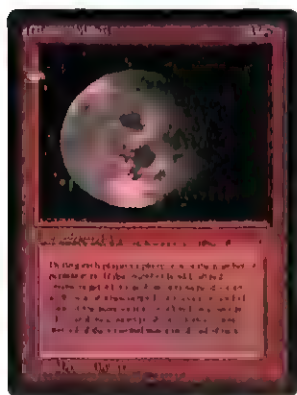
Now your playing with power!

play: give +1/+1 to all red creatures, and allow mountains produce an extra red mana. With Chaos Moon, red creatures lose 1/1 and mountains produce one colorless mana when an even number of permanents are out, but a crafty player can easily control this. Watch for the demand for Gauntlet to fall, along with the demand for Natural Selection, Berserk, and Ragging River, which also have cousins in *Ice Age*.

The few older cards that don't have *Ice Age* replacements should rise in value. Black Lotus, Ali from Cairo, Forcefield, Lich, Word of Command, Timewalk, Timetwister, Two-Headed Giant, and Illusionary Mask are all in this category.

The Leviathan has been dethroned as the biggest creature in *Magic*. The new giant is also blue: Polar Kraken, an 11/11 trampler! It does have a cumulative upkeep of the sacrifice of a land (see page 20 again!), but that's easier to deal with than the Leviathan's required two-island sacrifice to untap and attack. The Kraken should go for at least what Leviathan does.

Cousins of the discontinued dual lands are also in *Ice Age*! These unusual lands can be tapped for colorless mana without difficulty, but if you tap a terrain for one of the two colors the land offers, it either hits you for one point of damage, à la City of Brass, or won't untap next turn. These new lands shouldn't lessen demand for the original dual lands: not only are the originals easier to work with, but the *Ice Age* multilands only come in allied color combinations, like black/red and white/blue. In fact, watch for the value of dual lands with opposing color combinations, like black/white, to gain value.



Watch what you're doing and you've got a

Gauntlet of Might!

may supplant older cards? Glad you asked!

Arcum's Sleight is an artifact that lets a creature attack without tapping if the defender has snow-covered lands. This



Weird freakin' art, but this is the most power-

ful discontinued ever re-released.

is a twist on the old red Eternal Warrior enchantment. Sunstone is another artifact that lets you sacrifice a snow-covered land to prevent all creatures from dealing damage in combat—a non-color-specific Fog, Holy Day, or Darkness. Zuran Orb is yet another artifact that gives you two life for each land you sacrifice—certainly better than Dark Heart of the Wood, which only works with forests.

Balduvian Shaman is a blue 1/1 that taps to let you Sleight of Mind your white enchantments. This won't lower SoM below the \$4-\$5 range, because of the shaman's targeting limitations, but it still makes a great complement to the scarabs (see the reference guide for their descriptions!). Breath of Dreams is a blue enchantment that gives all green creatures a cumulative upkeep of one mana. This card and others like it in *Ice Age* will lower the desirability of the Tabernacle of Pendrell Vale. Look for its price to drop to the mid- to low teens. Ray of Command is a blue instant that gives you control of a creature for one turn only, without summoning sickness side effects. It's cool, but it won't replace Control Magic and creature-controlling creatures like Preacher.

Brown Ouphe is a green creature that can counter artifact abilities, which is sure to make people forget about Rust. Essence Filter is a green sorcery that destroys all enchantments or all nonwhite enchantments. This is a good replacement for Tranquility. Forbidden Lore is a green enchantment that basically turns the land it's on into a Pendelhaven that can target *any* creature. Pendelhavens are sure to drop in desirability.

Foxfire is a green instant that will Maze of Ith one creature. Don't worry, though; the Maze of Ith isn't threatened here, and is sure to continue to gain value. Battle Frenzy is a red instant that gives all your creatures +1/+0, and all your green creatures +1/+1. This spell, and others like it for other colors, are now more accessible than earlier, similar spells like Army of Allah and Morale. Look for those older cards to stagnate.

Certain cards have the same abilities as older cards but with different names, like Order of the White Shield and Order of the Black Shield, which are the same as the Order of Leitbur and Order of the Ebon Hand respectively. Look for the demand for those older *Fallen Empires* cards to disappear.

Unfortunately, depending on where you live and how many boxes your local store ordered, you may have a hard time getting all the *Ice Age* you want. Orders on Fourth Edition have been filled slowly, which has driven the prices of the starter decks and booster packs up by 50 percent or more in some places. Since the only places you can get the new snow-covered lands are in the *Ice Age* starter decks, keep looking for good deals.



Ancestral Recall reborn! (Someone get this

guy a min!)

Douglas Goldstein would like to thank Carrie Theoria and WatC for the invite to the *Ice Age* debut tournament in Toronto. There he ate 80 lbs. of bacon.

INQUEST

We want to know what you think

Hey, got five minutes? Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like some wild mutated beast, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

Questions, Comments & Concerns

We want to know what you think of our magazine. Tell us what you liked about this issue of *InQuest*, what you thought was good, and what you thought was not so good. (Use extra paper if necessary.)

Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? We wanna know. List any major discrepancies you feel exist in the *InQuest* price guide.

Set	Card Name	What it sells for in your area

Top Ten Hottest Cards

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

1.	6.
2.	7.
3.	8.
4.	9.
5.	10.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____ Age: _____

E-mail address (if you got one): _____

Mail to:
Dan Albaugh
InQuest Survey
P.O. Box 458
Waterford, PA 16441

e-mail @ Wizrdprice

GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE


About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.



Dark Heart of the Wood	50	Savren Fl	
Dark Sphere	4.00	Scarec	
Deep Water	50	Scare	
Diabolic Machine	2.50	Scap	
Drowned	50	Scap	
Dust to Dust	50	Scap	
Eater of the Dead	5.00	Scap	
Electric Eel	2.00	Scap	
Elves of Deep Shadow	3.00	Scap	
Erosion	50	Scap	
Eternal Flame	5.00	Scap	

How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

DOOMTROOPER	
HEARTBREAKER 1995	
Full Set (337 cards)	\$290.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00
Alakhi The Cunning	8.00
Cardinal Dominic	7.50
Creshow The Morikator	7.50
Himrod Autocannon	6.50
Personal Anti-Personnel Mines	7.50
INQUISITION EXPANSION	
HEARTBREAKER 1995	
Full Set (170)	9.50
American Autoduel Association	
An Other Year on T-Rexes	
And STAY Dead!	
Angel's Feather	
Angel	
Annual Convention	
Anti-Nuclear Activities	
Autoduel Activities	
Are We Having Fun Yet?	
Ask of the Convent	
Assassination Training	
Atomic Monster	
Auditing from Hell, The	
B A T T	
Backlash	
Bank Manager	
Bank of England	
Baroness (Monks)	
Baroness (Convent)	
Baroness (Monks)	

Price Guide Contributors

B&R Baseball Cards in Suffern, N.Y.; Books Galore in Erie, Pa.; Broadway Comics in Valrico, Fla.; Chimera Comics & Cards in Fond Du Lac, Wis.; The Comic Shop in Fairbanks, Ark.; Dragon's Lair in Austin, Tex.; Game-A-Lot in Santa Cruz, Cal.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Joliet, Ill.; Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Mission Games in Mission, British Columbia, Can.; Shinder's in Minneapolis, Minn.; Troll and Toad in Keavy, Ken.; WarGames & Fantasy in Metairie, La.; Wizard World in Nanuet, N.Y. Also thanks to our on-line helpers: LCSmith@vi.edu; Purple@ix.netcom.com; RichH90522@aol.com; SuperAmit@aol.com; Sin@u.wa.berkeley.edu; BParker911

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

Mint (MT): Perfectissimo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good glass should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (Nr-Mint): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD): A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well worn corners, it may be way off center and it might even have a crease or two. Cards in this condition are not tournament legal because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

Fair (F): If you thought Good cards were bad, you ain't seen nothing yet! Fair cards contain holes, tears, stains, water damage and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood like, negative six bucks.)

Poor (P): OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e. they suck).

Full Set (295 cards)	\$3,000.00
Starter Deck (60 cards)	250.00
Starter Box (10 decks)	2,400.00
Booster Pack (15 cards)	100.00
Booster Box (36 packs)	3,500.00

01	Farmland	12.00
02	Fastbond	14.00
03	Fear	1.00
04	Feedback	1.00
05	Fire Elemental	3.00
06	Fireball	1.00
07	Firebreathing	1.00
08	Flashes	2.00
09	Flight	1.00
10	Forcefield	135.00
11	Fog	1.00
12	Force of Nature	20.00
13	Forest	50.00
14	Fork	40.00
15	Frozen Shade	1.00
16	Fungus	9.00
17	Good's Linga	14.00
18	Guardian of Night	170.00
19	Giant Growth	1.00
20	Giant Spider	1.00
21	Glosses of Urza	2.00
22	Gloom	2.00
23	Goblin Balloon Brigade	2.00
24	Goblin King	14.00
25	Granite Gargoyles	20.00
26	Gray Gole	1.00
27	Green Ward	1.00
28	Guardian Angel	2.50
29	Grizzly Bears	1.00
30	Healing Salve	1.00
31	Heart of Chulazuk	5.00
32	Hill Giant	1.00
33	Hive, The	9.00
34	Holy Armor	1.00
35	Holy Strength	1.00
36	Howl from Beyond	1.00
37	Howling Mine	17.00
38	Imagined Monstrosity	1.00
39	Imagined	2.00
40	Imagined Specter	5.00
41	Ice Storm	22.00
42	Icy Manipulator	60.00
43	Imagined Mine	8.00
44	Imagined Energy	2.00
45	Imagined	12.00
46	Imagined	1.00
47	Ironclaw Oxes	1.50
48	Imagined Imaginably	1.00
49	Imagined Dark Blue Sky	.70
50	Island	50.00
51	Island Sanctuary	7.00
52	Island Fog	1.00
53	Island Monolith	4.00
54	Island Shrine	22.00
55	Imagined Temple	7.00
56	Imagined	12.00
57	Imagined	1.00
58	Imagined	2.00
59	Imagined	5.00
60	Kormus Ball	6.00
61	Kudzu	12.00
62	Lance	3.50
63	Living Land	2.00
64	Living of Day	7.00
65	Living	100.00
66	Living	2.00
67	Living	5.00
68	Living	2.00
69	Living Best	1.00
70	Living Antler	6.00
71	Living Lands	7.00
72	Living Wall	3.50
73	Lionwar Elves	1.00
74	Lord of Argoth	12.00
75	Lord of the R	6.00
76	Lord	2.00
77	Lord	2.00
78	Lord	2.00
79	Lord	13.00
80	Lord	9.00
81	Lord	7.00
82	Lord	7.00
83	Lord	7.00
84	Lord	8.00
85	Lord	1.00
86	Lord	1.00
87	Lord	1.00
88	Lord	1.00
89	Lord	1.00
90	Lord	1.00
91	Lord	1.00
92	Lord	1.00
93	Lord	1.00
94	Lord	1.00
95	Lord	1.00
96	Lord	1.00
97	Lord	1.00
98	Lord	1.00
99	Lord	1.00
100	Lord	1.00

Mountain	50
Max Emerald	200.00
Max Jet	200.00
Max Pearl	200.00
Max Ruby	200.00
Max Sapphire	200.00
Natural Selection	55.00
Nether Shadow	8.00
Netting Imp	9.00
Necronym's Disk	8.00
Nightmare	20.00
Northern Paladin	14.00
Obsidian Golem	2.00
Orkish Artillery	3.00
Orkish Enflamme	5.00
Paralyze	1.00
Pearded Unicorn	1.00
Personal Incarnation	11.00
Pestilence	1.00
Phantasmal Forces	2.00
Phantasmal Terrain	1.00
Phantom Monster	2.00
Pirate Ship	7.00
Plague Rats	1.00
Plains	.50
Plateau	35.00
Power Leak	1.00
Power Sink	1.00
Power Surge	6.00
Prodigal Sorcerer	1.00
Psionic Blast	26.00
Psychic Venom	1.00
Pureloze	5.00
Raging River	75.00
Raise Dead	1.00
Red Elemental Blast	1.00
Red Word	1.00
Regeneration	1.00
Regrowth	12.00
Resurrection	4.00
Reverse Damage	10.00
Righteousness	9.00
Roc of Ikar Ridges	18.00
Rock Hydra	30.00
Rod of Ruin	2.00
Royal Assassin	24.00
Sacrifice	3.50
Sammite Healer	1.00
Savannah	35.00
Savannah Lions	8.00
Scathe Zombies	1.00
Scavenging Ghoul	2.00
Scrubland	35.00
Scryth Sprites	1.00
Sea Serpent	1.00
Sedge Troll	16.00
Sengs Vampire	8.00
Serra Angel	10.00
Shenodin Dryads	1.00
Shatter	1.00
Shivan Dragon	30.00
Simulacrum	2.00
Sinkhole	11.00
Siren's Call	3.00
Slaughter of Mind	8.00
Smoke	7.00
Sol Ring	12.00
Soul Hat	2.00
Spall Blast	1.00
Stasis	7.00
Steel Artifact	2.00
Stone Giant	2.00
Stone Rain	1.00
Stream of Life	1.00
Sunglasses of Uzza	7.00
Swamp	.50
Swords in Plowshares	3.00
Tango	35.00
Tenor	1.00
Thicket Basilisk	5.00
Thoughtloze	5.00
Throne of Bone	1.00
Timber Wolves	7.00
Tune Vault	75.00
Tune Walk	200.00
Tunnwinter	140.00
Tunnwinter	1.00
Tropical Island	35.00
Troop	2.00
Tundra	35.00
Tunnel	1.00
Twiddle	5.00
Two-headed Giant of Forns	80.00
Underground Sea	35.00
Unholy Strength	1.00
Unsummon	1.00
Unhiden Troll	4.00
Vegetarian Enchantress	9.00

Yasuvian Doppelganger	45.00
Veteran Bodyguard	22.00
Volcanic Eruption	7.00
Wall of Air	2.00
Wall of Bone	2.00
Wall of Brumblings	2.00
Wall of Fire	2.00
Wall of Ice	2.00
Wall of Stone	2.00
Wall of Swords	4.00
Wall of Water	1.00
Wall of Wood	1.00
Wanderlust	2.00
War Mammoth	1.00
Warp Artifact	6.00
Water Elemental	3.00
Weakness	1.00
Web	6.00
Wheel of Fortune	20.00
White Knight	4.00
White Wraith	1.00



Love is always painful. At 5/5 with a summoning cost of two black and two others, player's love Juzom, and are more than happy to take the two points a turn J.D. stings 'em for.

Wild Growth	1.00
Will-O'-The-Wisp	12.00
Winter Orb	7.00
Wooden Sphere	1.00
Word of Command	95.00
Wrath of God	10.00
Zombie Master	9.00

Full Set (302 cards)	\$2,200 00
Starter Deck (60 cards)	170 00
Starter Box (10 decks)	1,600 00
Booster Pack (15 cards)	75 00
Booster Box (36 packs)	2,400 00

	Air Elemental	2.50
	Ancestral Recall	100.00
	Animate Artifact	1.50
	Animate Dead	1.50
	Animate Wall	4.00
	Ankh of Mishra	5.00
	Armageddon	7.00
	Aspect of Wolf	8.00
	Bad Moon	9.00
	Badlands	30.00
	Balance	7.00
	Basalt Monolith	3.00
	Bayou	30.00
	Bendish Hero	1.00
	Berserk	35.00
	Birds of Paradise	12.00
	Black Knight	3.50
	Black Lotus	225.00
	Black Vise	3.00
	Black Ward	1.00
	Blaze of Glory	55.00
	Blessing	8.00
	Blue Elemental Blast	1.00
	Blue Ward	1.00
	Bog Wraith	2.50
	Braingeyser	18.00
	Burrowing	1.50
	Camouflage	12.00

Castle	3.50	Ironroot Treefolk	1.00
Celestial Prism	1.50	Island (Dark Blue Sky)	40
Channel	1.50	Island	30
Chaos Orb	100.00	Island Sanctuary	6.00
Chaoslobe	3.50	Ivory Cup	1.00
Circle of Protection: Black	1.00	Jade Monolith	3.50
Circle of Protection: Blue	1.00	Jade Statue	18.00
Circle of Protection: Green	1.00	Jayemdae Tome	6.00
Circle of Protection: Red	1.00	Juggernaut	9.00
Circle of Protection: White	1.00	Jump	1.00
Clone	12.00	Karma	2.00
Clockwork Beast	6.00	Keldon Warlord	3.50
Cockatrice	10.00	Kormus Ball	5.00
Consecrate Land	18.00	Kudzu	9.00
Conservator	1.00	Lance	2.50
Contract from Below	7.00	Ley Druid	1.50
Control Magic	3.50	Library of Leng	1.50
Conversion	3.50	Lich	80.00
Copper Tablet	12.00	Lifelance	1.50
Copy Artifact	14.00	Lifelocal	3.50
Counterspell	3.00	Lifestar	1.50

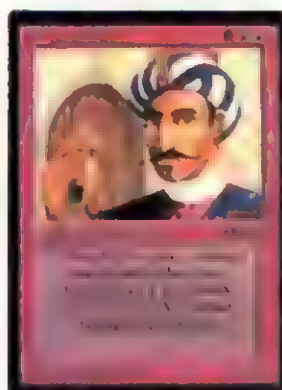


TOP TEN HOTTEST CARDS

2 Mana Drain

Stop an opponent from casting a clutch spell...and get the mana they spent for it for your own use? Minimum...yeah, I guess that could be pretty useful.

Lightning Bolt	1.00
Living Artifact	5.00
Living Lizard	5.00
Living Wall	3.00
Lionwar Elves	1.00
Lord of Atlantis	10.00
Lord of the Pit	12.00
Lure	1.00
Magical Hack	10.00
Machomah's Durin	11.00
Melancholia	5.00
Mana Mine	8.00
Mana Short	5.00
Mania Wave!	5.00
Merestone	6.00
Merfolk of the Pearl Trident	1.00
Mesa Pegasus	1.00
Mind Twist	5.00
Mons & Goblin Raiders	1.00
Mountain	3.00
Max Emerald	150.00
Max Jet	150.00
Max Pearl	150.00
Max Ruby	150.00
Max Sapphire	150.00
Natural Selection	40.00
Neither Shadow	7.00
Netting Lamp	8.00
Nevynroaf's Desk	6.00
Nightmare	18.00
Northern Paladin	10.00
Obsidian Golem	1.50
Orkish Artillery	1.00
Orkish Chirophone	3.50
Possitize	1.00
Pearted Unicorn	1.00
Personal Information	9.00
Pestilence	1.00
Phantasmal Focus	1.50
Phantasmal Tempan	1.00
Phantom Monster	1.50
Plague Ship	5.00
Plague Rats	5.00
Plains	7.00
Platinum	30.00
P.A. 1113	2.00



TOP TEN HOTTEST CARDS

3. All from Castro

There's the deal: Get all out and you can't go
below 1 life, no matter what. The moral of
this story: Never trust a guy with a greased
mullet.

[illegible]

▲ Unlikely Strength	1.00
▲ Jesumoun	1.00
▲ Uttered Trail	3.50
▲ Verdant Enchantress	7.00
▲ Verdant Doppelgänger	35.00
▲ Verdant Doppelgänger	20.00
▲ Volcanic Eruption	5.00
▲ Volcanic Island	30.00
▲ Wall of Air	1.50
▲ Wall of Bone	1.50
▲ Wall of Brimble	1.50
▲ Wall of Fire	1.50
▲ Wall of Ice	1.50
▲ Wall of Stone	1.50
▲ Wall of Swords	3.50
▲ Wall of Water	1.00
▲ Wall of Wood	1.00
▲ Wonderlust	1.50
▲ Wyr Mammoth	1.00
▲ Wyrp Artifact	4.00
▲ Wyrp Elemental	2.50
▲ Weakness	1.00
▲ Wish	1.00
▲ Wheel of Fortune	10.00
▲ White Knight	3.50
▲ White Wind	1.00
▲ Wild Growth	1.00
▲ Will-O'-The-Wisp	10.00
▲ Winter Orb	6.00
▲ Wooden Sphere	1.00
▲ Word of Command	70.00
▲ Worth of God	7.50
▲ Zombie Monster	7.00

UNLIMITED EDITION

Cards are white-bordered, but otherwise identical.

Full Set	302	\$1,600.00
Starter Deck	60 cards	14.00
Starter Box	10 decks	140.00
Booster Pack	15 cards	2.00
Booster Box	36 packs	72.00

[illegible]



Price guide

■ Cyclopom Tami	50.00
■ Dark Ritual	1.50
■ Darkpact	5.00
■ Death Ward	1.50
■ Deathgrip	1.50
■ Deathspire	3.00
■ Demonic Attorney	6.00
■ Demonic Hordes	18.00
■ Demonic Tutor	10.00
■ Dingus Egg	5.00
■ Disenchant	1.50
■ Disintegrate	1.50
■ Disrupting Scepter	5.00
■ Dragon Whelp	3.00
■ Drain Life	1.50
■ Drain Power	6.00
■ Dudge Skeletons	1.50
■ Dwarven Demolition Team	12.00
■ Dwarven Warriors	1.50
■ Earth Elemental	2.50
■ Earthbind	1.50
■ Earthquake	5.00
■ Elvish Archers	4.00
■ Evil Presence	1.50
■ False Orders	4.00
■ Farmstead	7.00
■ Fastbond	10.00
■ Fear	1.50
■ Feedback	1.50
■ Fire Elemental	1.50
■ Fireball	1.50
■ Firebreathing	1.50
■ Flashfires	1.50
■ Flight	1.50
■ Fog	1.50
■ Force of Nature	12.00
■ Forcefield	70.00
■ Forest	1.50
■ Fork	25.00
■ Frozen Shade	1.50
■ Fungusaur	6.00
■ Gaea's Liege	10.00
■ Gauntlet of Might	80.00
■ Giant Growth	1.50
■ Giant Spider	1.50
■ Glasses of Urza	1.50
■ Gloom	1.50
■ Goblin Balloon Brigade	1.50
■ Goblin King	9.00
■ Granite Gargoyles	12.00
■ Gray Ogre	1.50
■ Green Ward	1.50
■ Grizzly Bears	1.50
■ Guardian Angel	1.50
■ Healing Salve	1.50
■ Helm of Chutzak	3.50
■ Hill Giant	1.50
■ Hive, The	6.00
■ Holy Armor	1.50
■ Holy Strength	1.50
■ Howl from Beyond	1.50
■ Howling Mine	8.00
■ Hurdoo Minotaur	1.50
■ Hurricane	1.50
■ Hypnotic Specter	3.00
■ Ice Storm	12.00
■ Ice Manipulator	25.00
■ Illusory Mask	40.00
■ Instill Energy	1.50
■ Invisibility	6.00
■ Iron Star	1.50
■ Ironclaw Orcs	5.00
■ Ironroot Treefolk	1.50
■ Island (Dark Blue Sky)	2.00
■ Island	1.50
■ Island Sanctuary	5.00
■ Ivory Cup	1.50
■ Jade Monolith	3.00
■ Jade Statue	12.00
■ Joyousdoo Tome	5.00
■ Juggernaut	7.00
■ Jump	1.50
■ Karma	1.50
■ Keldon Warlord	3.00
■ Kormus Bell	4.00
■ Kudzu	7.00

■ Lance	1.50
■ Ley Druid	1.50
■ Library of Leng	1.50
■ Lich	50.00
■ Lifeforce	1.50
■ Lifelace	3.00
■ Lifetop	1.50
■ Lightning Bolt	1.50
■ Living Artifact	3.50
■ Living Lands	4.00
■ Living Wall	2.50
■ Llanowar Elves	1.50
■ Lord of Atlantis	8.00
■ Lord of the Pit	10.00
■ Lure	1.50
■ Magical Hack	8.00
■ Mahamoh Djinn	8.00
■ Mana Flore	6.00
■ Mana Short	4.00
■ Mana Vault	4.00
■ Manabombs	4.00
■ Meekstone	5.00
■ Merfolk of the Pearl Trident	1.50
■ Mesa Pegasus	1.50
■ Mind Twist	3.00
■ Monks' Goblin Raiders	1.50
■ Mountain	1.50
■ Max Emerald	100.00
■ Max Jet	100.00
■ Max Pearl	100.00
■ Max Puby	100.00
■ Max Sapphire	100.00
■ Natural Selection	25.00
■ Nettle Shadow	5.00
■ Nettle Imp	7.00
■ Netherworld's Disk	5.00
■ Nightmare	14.00
■ Northern Paladin	9.00
■ Obscurus Golem	1.50
■ Orish Artillery	1.00
■ Orish Ordinance	3.00
■ Paralyze	1.50
■ Pearled Unicorn	1.50
■ Personal Incarnation	7.00
■ Pestilence	1.50
■ Phantasmal Forces	1.50
■ Phantasmal Tension	1.50
■ Phyllosom Mantis	7.00
■ Pirate Ship	3.00
■ Plague Pain	1.50
■ Plains	1.50
■ Plateau	75.00



TOP TEN HOTTEST CARDS

1. Vesuvan Doppelganger

Your opponent got an annoying creature out that you need an equal critter to handle?

Maybe you've got one Shroud out when you could use two? Say the word and the

Vesuvan'll be whatever you want.

■ Power Leak	1.50
■ Power Sink	1.50
■ Power Surge	3.50
■ Pradigal Sorcerer	1.50
■ Psionic Blast	14.00
■ Psychic Venom	1.50
■ Purelode	3.00
■ Raging River	35.00
■ Raise Dead	1.50
■ Red Elemental Blast	1.50
■ Red Ward	1.50
■ Regeneration	1.50
■ Regrowth	8.00
■ Resurrection	3.00

■ Reverse Damage	7.00
■ Righteousness	6.00
■ Roc of Kher Ridges	12.00
■ Rock Hydra	18.00
■ Rod of Ruin	1.50
■ Royal Assassin	16.00
■ Sacrifice	2.50
■ Samite Healer	1.50
■ Savannah	25.00
■ Savannah Lions	5.00
■ Scarth Zombies	1.50
■ Scavenging Ghoul	2.00
■ Scrubland	25.00
■ Scrib Sprites	1.50
■ Sea Serpent	1.50
■ Sedge Trail	12.00
■ Sengir Vampire	5.00
■ Serra Angel	8.00
■ Shanodin Dryads	1.50
■ Shatter	1.50
■ Shivan Dragon	20.00
■ Simulacrum	1.50
■ Sinkhole	5.00
■ Siren's Call	1.50
■ Slight of Mind	5.00
■ Smoke	4.00
■ Sol Ring	8.00
■ Soul Net	1.50
■ Spell Blast	1.50
■ Spices	5.00
■ Steel Artifact	2.00
■ Stone Giant	1.50
■ Stone Rain	1.50
■ Stream of Life	1.50
■ Sunglasses of Urza	5.00
■ Swamp	1.50
■ Swords to Plowshares	1.50
■ Taiga	25.00
■ Temor	1.50
■ Thick Basilisk	3.00
■ Thoughtflame	3.00
■ Throne of Bone	1.50
■ Timber Wolves	5.00
■ Time Vault	40.00
■ Time Walk	100.00
■ Timewalker	70.00
■ Tranquility	1.50
■ Tropical Island	25.00
■ Tsunami	1.50
■ Tundra	25.00
■ Tunnel	1.50
■ Twiddle	2.50
■ Two-Headed Giant of Forys	40.00
■ Underground Sea	25.00
■ Untidy Strength	1.50
■ Unsummon	1.50
■ Uttered Troll	2.50
■ Verduran Enchantress	6.00
■ Vesuvan Doppelganger	30.00
■ Veteran Bodyguard	16.00
■ Volcanic Eruption	4.00
■ Volcanic Island	25.00
■ Wall of Air	1.50
■ Wall of Bone	1.50
■ Wall of Brambles	1.50
■ Wall of Fire	1.50
■ Wall of Ice	1.50
■ Wall of Stone	1.50
■ Wall of Swords	2.50
■ Wall of Water	1.50
■ Wall of Wood	1.50
■ Wanderlust	1.50
■ War Mammoth	1.50
■ Warp Artifact	3.50
■ Water Elemental	1.50
■ Weakness	1.50
■ Web	3.50
■ Wheel of Fortune	15.00
■ White Knight	3.00
■ White Ward	1.50
■ Wild Growth	1.50
■ Will-O'-the-Wisp	8.00
■ Winter Orb	5.00
■ Wooden Sphere	1.50
■ Word of Command	50.00
■ Wrath of God	7.00
■ Zombie Master	6.00

REVISED EDITION

Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (307 cards)	\$450.00
Starter Deck (60 cards)	12.00
Starter Box (10 decks)	200.00
Booster Pack (15 cards)	4.50
Booster Box (36 packs)	200.00

■ Air Elemental	1.50
■ Aladdin's Lamp	3.00
■ Aladdin's Ring	4.00
■ Animate Artifact	1.00
■ Animate Dead	1.00
■ Animate Wall	3.00
■ Ank of Mishra	3.00
■ Armageddon	5.00
■ Armageddon Clock	3.00
■ Aspect of Wall	4.50
■ Aton	1.25
■ Bad Moon	6.00
■ Badlands	18.00
■ Balance	5.00
■ Basilic Monolith	2.00
■ Bayou	18.00
■ Benalish Hero	5.00
■ Birds of Paradise	7.00
■ Black Knight	2.00
■ Black Visa	1.50
■ Black Ward	5.00
■ Blessing	5.00
■ Blue Elemental Blast	5.00
■ Blue Ward	5.00
■ Bog Wraith	1.50
■ Battle of Suleiman	3.50
■ Braingeyser	12.00
■ Brass Man	1.00
■ Burrowing	1.00
■ Castle	2.00
■ Celestial Prism	1.00
■ Channel	1.00
■ Chaosclaw	2.50
■ Circle of Protection: Black	5.00
■ Circle of Protection: Blue	5.00
■ Circle of Protection: Green	5.00
■ Circle of Protection: Red	5.00
■ Circle of Protection: White	5.00
■ Clockwork Beast	3.50
■ Clone	8.00
■ Cockatrice	7.00
■ Conservator	5.00
■ Contract from Below	4.00
■ Control Magic	2.50
■ Conversion	2.00
■ Copy Artifact	9.00
■ Counterspell	1.50
■ Creature Bond	5.00
■ Cursed Land	5.00
■ Cursed Land	5.00
■ Crow Wurm	5.00
■ Crumble	5.00
■ Crystal Rod	5.00
■ Dancing Scimitar	3.50
■ Dark Ritual	5.00
■ Darkpact	4.00
■ Death Ward	5.00
■ Deathgrip	1.00
■ Deathspire	2.50
■ Demonic Attorney	5.00
■ Demonic Hordes	14.00
■ Demonic Tutor	8.00
■ Desert Twister	2.00
■ Dingus Egg	3.50
■ Disenchant	5.00
■ Disintegrate	5.00
■ Disrupting Scepter	3.50
■ Dragon Engine	1.50
■ Dragon Whelp	2.50
■ Drain Life	5.00
■ Drain Power	5.00
■ Dudge Skeletons	5.00
■ Dwarven Warriors	5.00
■ Dwarven Weaponsmith	1.50
■ Earth Elemental	2.00
■ Earthbind	1.00
■ Earthquake	4.00
■ Ebony Horse	3.00
■ El-Hajjaj	5.00
■ Elvish Archers	3.50
■ Energy Flux	1.00
■ Erg Raiders	5.00
■ Evil Presence	1.00
■ Eye for an Eye	4.50
■ Farmstead	6.00
■ Fastbond	8.00
■ Fear	5.00
■ Feedback	5.00
■ Fire Elemental	1.50
■ Fireball	5.00
■ Firebreathing	5.00
■ Flashfires	1.00
■ Flight	5.00
■ Flying Carpet	4.00
■ Fog	5.00
■ Force of Nature	9.00
■ Forest	0.50



price guide

Flashfires	1.00
Flight	.50
Flood	.50
Flying Carpet	3.50
Fog	.50
Force of Nature	8.00
Fortified Area	.50
Forest	.05
Frozen Shade	.50
Fungusaur	4.00
Gaea's Liege	6.00
Gaseous Form	.25
Ghost Ship	.50
Giant Growth	.50
Giant Spider	.50
Giant Strength	.50
Giant Tortoise	.50
Glosses of Urza	.75
Gloom	1.00
Goblin Balloon Brigade	1.00
Goblin King	6.00
Goblin Rock Sled	.25
Grapeshot Catapult	.50
Gray Ogre	.50
Greed	3.00
Green Mana Battery	4.00
Green Word	.50
Grizzly Bears	.50
Healing Salve	.50
Helm of Chutzuk	2.00
Hill Giant	.50
Hive, The	4.00
Holy Armor	.50
Holy Strength	.50
Howl from Beyond	.50
Howling Mina	5.00
Hurkyl's Recall	3.50
Hurler Minotaur	.50
Hurt Jackal	2.50
Hurricane	1.00
Hydric Specter	2.00
Immolation	.50
Inferno	4.00
Instill Energy	1.00
Iron Star	.75
Ironclaw Orcs	.25
Ironroot Treelink	.50
Island	.05
Island Fish Jascanus	3.50
Island Sanctuary	3.00
Ivory Cup	.75
Ivory Tower	4.00
Jade Monolith	2.00
Jandor's Saddlebags	3.00
Jayemdae Tome	3.00
Jump	.50
Junron Effort	5.00
Karma	1.00
Keldon Warlord	2.00
Killer Bees	7.00
Kismet	4.00
Kormus Bell	2.50
Land Leeches	.25
Land Tax	3.00
Leviathan	3.00
Ley Druid	1.00
Library of Lang	.75
Lifeforce	1.00
Lifelap	2.00
Lifetap	1.00
Lightning Bolt	.50
Living Artifact	2.50
Living Lands	3.00
Llanowar Elves	.50
Lord of Abattois	5.00
Lord of the Pit	8.00
Last Spoil	.25
Lure	1.00
Magical Hack	5.00
Magnetic Mountain	3.00
Manamoon Dyn	6.00
Mana Clash	2.00
Mana Flare	4.00
Mana Short	3.50
Mana Vault	3.00
Manabats	3.00
Marsh Gas	.25
Marsh Viper	.25
Maelstone	3.50
Merfolk of the Pearl Trident	.50
Mesa Pegasus	.50
Milstone	2.50
Mind Bomb	2.00
Mind Twist	5.00
Mishra's Factory	5.00
Mishra's War Machine	3.00
Mons' Goblin Raiders	.50
Monole	.25
Mountain	.05
Murk Dwellers	.25
Nad's Asp	.50
Nether Shadow	3.50
Neymyra's Disk	3.50
Nightmare	9.00
Northern Paladin	7.00
Oases	2.50
Obsidian Golem	1.00
Onulet	1.50
Orchid Artillery	1.00
Orchid Oniflame	2.00
Ornithopter	.50
Osai Vultures	.25
Paralyze	.50
Perched Unicorn	.50
Personal Incarnation	5.00
Pestilence	.50
Phantasmal Forces	1.00
Phantasmal Terrain	.50
Phantom Monster	1.00
Pirate Ship	3.50
Piety	.50
Pikemen	.25
Pit Scorpion	.25
Plague Rats	.50
Plains	.05
Power Leak	.50
Power Sink	.50
Power Surge	2.50
Prodestry Gypsies	.50
Primal Clay	2.50
Prodigious Sorcerer	.50
Psionic Entity	4.00
Psychic Venom	.50
Purelace	2.00
Pyrotechnics	1.50
Rack, The	1.00
Radian Spirit	2.50
Rag Man	2.50
Raise Dead	.50
Rebirth	3.00
Red Elemental Blast	.50
Red Mana Battery	4.00
Red Word	.50
Regeneration	.50
Relic Band	3.50
Revenant Damage	5.00
Righthousers	4.00
Prod of Ruin	1.00
Royal Assassin	12.00
Sacred Healer	.50
Sacredism	.50
Sacredism: Lore	3.50
Scatha Zombies	.50
Scavenging Ghoul	1.00
Scorch Spikes	.50
Scorcher	.50
Seagorian Execution	7.00
Seal of the Phoenix	3.50
Seas Angel	5.00
Seaspray: Grapids	.50
Shapeshifter	4.00
Shatter	.50
Shivan Dragon	4.00
Simulacrum	.50
Sindbad	3.00
Siren's Call	1.00
Sustained the Force	.50
Sleight of Mind	4.00
Snake	3.00
Sorceress Queen	5.00
Soul Thief	.50
Spell Blast	.50
Spell Link	5.00
Spell Shards	1.00
Spores	3.00
Steal Artifact	1.00
Steal Ghost	1.00
Steal Plan	.50
Stream of Life	.50
Strip Mine	4.00
Sunglasses of Urza	2.50
Sunken City	.25
Swamp	.05
Swords to Plowshares	1.00
Sylvan Library	6.00
Townsmen's Ward	1.50
Townsmen's Weaponry	1.50
Tempest Eerie	4.00
Terror	.50
Tetravus	5.00
Thicket Basilisk	2.00
Thoughtplace	2.00
Throne of Bone	.75
Timber Wolves	3.50
Time Elemental	8.00
Ulan's Song	2.50
Tranquility	.50
Triskelion	5.00
Tsunami	1.00
Tundra Wolves	.50
Tunnel	.50
Twiddle	1.00
Uncle Istan	2.00
Unholy Strength	.50
Unstable Mutation	.50
Unsummon	.50
Untamed Wilds	1.50
Urza's Avenger	5.00
Uttered Troll	1.50
Vampire Bats	.25
Venom	.25
Venduron Enchantress	4.00
Visions	2.00
Volcanic Eruption	3.00
Wall of Air	.50
Wall of Bone	1.00
Wall of Brambles	1.00
Wall of Dust	2.50
Wall of Fire	1.00
Wall of Ice	.50
Wall of Spears	.75
Wall of Stone	1.00
Wall of Swords	1.50
Wall of Water	.50
Wall of Wood	.50
Wanderlust	1.00

Swamp	.05
Swords to Plowshares	1.00
Sylvan Library	6.00
Townsmen's Ward	1.50
Townsmen's Weaponry	1.50
Tempest Eerie	4.00
Terror	.50
Tetravus	5.00
Thicket Basilisk	2.00
Thoughtplace	2.00
Throne of Bone	.75
Timber Wolves	3.50
Time Elemental	8.00
Ulan's Song	2.50
Tranquility	.50
Triskelion	5.00
Tsunami	1.00
Tundra Wolves	.50
Tunnel	.50
Twiddle	1.00
Uncle Istan	2.00
Unholy Strength	.50
Unstable Mutation	.50
Unsummon	.50
Untamed Wilds	1.50
Urza's Avenger	5.00
Uttered Troll	1.50
Vampire Bats	.25
Venom	.25
Venduron Enchantress	4.00
Visions	2.00
Volcanic Eruption	3.00
Wall of Air	.50
Wall of Bone	1.00
Wall of Brambles	1.00
Wall of Dust	2.50
Wall of Fire	1.00
Wall of Ice	.50
Wall of Spears	.75
Wall of Stone	1.00
Wall of Swords	1.50
Wall of Water	.50
Wall of Wood	.50
Wanderlust	1.00

TOP TEN HOTTEST CARDS
7. Diamond Valley

One of your creatures caught in the cross hairs? Got a blocker that's going up against an overpowering attacker? Don't let it die in vain! Sacrifice the poor guy to Diamond Valley and rack up the life points.

War Mammoth	.50
Warp Artifact	2.50
Water Elemental	1.00
Weakness	.50
Web	3.00
Whirling Dervish	4.00
White Knight	1.50
White Mana Battery	4.00
White Word	.50
Wild Growth	.50
Winds of Change	5.00
Wind-Walkers	5.00
Winter Blast	4.00
Winter Grib	3.00
Winter Sphere	.50
Word of Binding	.25
Word of Frost	.50
Xenix Pathegast	1.50
Yahori Soldier	.50
Zephyrion	.50
Zombie Master	4.00

ICE AGE

Hey! Get this!

Ice Age is so friggin' hot it's contributing to global warming! (Ironic, eh?) Out the first week in June, Ice Age is the first stand-alone expansion set for Magic: The Gathering. Card prices are extremely volatile this month—especially the icy Manipulator, Jester's Cap, and Deflection—but look for prices to stabilize with next month's price guide.

Full Set (383 cards)	\$400.00
Starter Deck (60 cards)	12.00
Starter Box (10 decks)	110.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	100.00

Abyssal Specter	2.50
Adarkar Sentinel	3.00
Adarkar Unicorn	.50
Adarkar Wastes	5.00
Aegis of the Aether	4.00
Aggression	3.50
Altar of Bone	7.00
Amulet of Quoz	4.00
Anarchy	5.50
Arctic Foxes	.50
Arum's Sleigh	3.00
Arum's Weatherstone	2.50
Arum's Whistle	3.00
Arwen's Aura	.50
Auror of Faith	.50
Auror's Ascent	.50
Ashen Ghoul	3.00
Aurochs	.50
Avalanche	3.00
Baldurian Barbarians	.50
Baldurian Bears	.50
Baldurian Conjuror	3.00
Baldurian Hydra	6.00
Baldurian Shaman	.50
Barbarian Guides	.50
Barbed Sextant	.50
Baton of Marale	2.50
Battle Cry	2.50
Battle Frenzy	.50
Binding Grasp	4.50
Black Scarab	3.00
Blessed Wine	.50
Blinking Spirit	8.00
Blizzard	5.00
Blue Scarab	3.00
Bone Shaman	.50
Braintorm	.50
Brand of Il Omen	7.00
Breath of Dreams	3.00
Bribe Shaman	.50
Brown Duplic	.50
Brushland	5.00
Burnt Offering	.50
Call to Arms	8.00
Canbou Range	7.00
Celestial Sword	4.00
Centaur Archer	3.00
Chaos Lord	8.00
Chaos Moon	8.50
Chromatic Armor	6.50
Chub Toad	.50
Circle of Protection: Black	.50
Circle of Protection: Blue	.50
Circle of Protection: Green	.50
Circle of Protection: Red	.50
Circle of Protection: White	.50
Clairvoyance	.50
Cloak of Confusion	.50
Cold Snap	2.00
Conquer	4.50
Cooperation	.50
Counterspell	.50
Crown of the Ages	6.50
Curse of Marale	6.00
Dance of the Dead	4.00
Dark Banishing	.50
Dark Ritual	.50
Death Ward	.50
Deflection	10.00
Demonic Consultation	3.50
Despotic Scepter	4.50
Diabolic Vision	4.00
Dire Wolves	.50
Disenchant	.50
Dread Wight	5.00
Dreams of the Dead	3.00
Drift of the Dead	2.50
Drought	5.00
Dwarven Armory	6.00
Earthlink	5.00
Earthlore	.50
Elder Druid	9.00







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Repentant Blacksmith	12 00
Ring of Al'ru'ul	30 00
Rukh Egg	8 00
Sandals of Abdallah	9 00
Sandstorm	1 00
Serenidib Djinn	14 00
Serenidib Efreit	15 00
Shahrazad	20 00
Sinbad	6 00
Singing Tree	30 00
Sorceress Queen	12 00
Stone-Throwing Devils	5 00
Unstable Marenen	1 00
War Elephant	6 00
Wu Lu'woli	5 00
Ychwen Efreit	12 00

ANTIQUITIES

Full Set (100 cards)	\$375.00
Booster Pack (8 cards)	15.00
Booster Box (60 packs)	750.00

 Amulet of Kroog	50.00
 Argonian Archaeologist	24.00
 Argonian Blacksmith	1.00
 Armothunn Prince	1.50



TOP TEN HOTTEST CARDS

9. Feldon's Cane

Low on cards? Need to get those Disenchants or Strip Mines back? Already blew your Recall and Regrowth? The Cane will bring your entire graveyard back into your library. Cheaper than Time Twister too.

Argothian Treefolk	1 50
Armageddon Clock	5 00
Artifact Blast	1 00
Artifact Ward	1 00
Artifact Possession	1 00
Ashnod's Altar	4 00
Ashnod's Battle Gear	3 00
Ashnod's Transmogrifier	5 00
Atog	2 00
Battering Ram	50
Bronze Tablet	6 00
Candelabra of Tawnos	24 00
Circle of Protection: Artifact	8 00
Citadel Druid	4 00
Clay Statue	00
Clockwork Avion	9 00
Colossus of Sardia	12 00
Coral Helm	5 00
Crumble	1 00
Cursed Rock	3 00
Damping Field	3 00
Detonate	2 50
Dralna's Restoration	1 00
Dragon Engine	2 00
Dwarven Weaponsmith	5 00
Energy Flux	50
Feldon's Cane	1 00
Gen's Avenger	16 00

Gate to Phyrexia	3.00
Goblin Artisans	3.50
Golgathian Sylex	8.00
Grapeshot Catapult	1.00
Howling Wind	3.50
Humili's Peccat	7.00
Ivory Tower	9.00
Jalam Tome	5.00
Memors of Karlis	5.00
Nightstone	3.00
Milestone	4.00
Mishra's Factory	4.00
Mishra's Factory (Summer Picture)	7.00
Mishra's War Machine	5.00
Mishra's Workshop	15.00
Obelisk of Undoing	14.00
Onulet	3.00
Orkish Mechanics	1.00
Ornithopter	1.00
Phyrexian Gremlins	2.00
Power Artifact	4.00
Powerleech	4.00
Priest of Tawgmooth	1.00
Primal Clay	5.00
Rock The	1.50
Rokusek	2.50
Reconstruction	2.00
Reverse Polarity	2.00
Rocket Launcher	9.00
Surgical Antidrum	1.00
Stagnant Mar	9.00
Shamstorm	8.00
Ship Mine	5.00
Ship Mine Tower	6.00
S-C	3.50
Tablet of Ephy	5.00
Tamnos's Coffin	20.00
Tamnos's Wand	3.00
Tamnos's Weaponry	3.00
Tetroux	10.00
Titania's Song	5.00
Transmute Artifact	4.00
Triskelion	9.00
Urza's Avenger	9.00
Urza's Chalice	5.00
Urza's Mine	3.00
Urza's Mixer	8.00
Urza's Power Plant	3.00
Urza's Tower	4.00
Wall of Spears	1.00
Weakstone	3.00
Xenic Poltergeist	3.00
Yawgmooth Demon	16.00
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LEGENDS

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Akron Legendare	12 00
Akron Legendare	1 00
Akron Legendare	12 00
Akron Legendare	1 00
Alabaster Potion	12 00
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Amrou Kithim	1 00
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Beasts of Bogardan	3 00
Beasts of Bogardan	1 00
Beasts of Bogardan	1 00
Beasts of Bogardan	1 50
Beasts of Bogardan	3 00
Beasts of Bogardan	2 00

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Voodoo Doll	10.00
Walking Dead	1.00
Wall of Caltrops	1.00
Wall of Dust	3.50
Wall of Earth	1.00
Wall of Fear	1.00
Wall of Heat	1.00
Wall of Light	4.00
Wall of Opposition	10.00
Wall of Putrid Flesh	4.00
Wall of Shadows	1.00
Wall of Tombstones	3.50
Wall of Vapor	1.00
Wall of Wonder	5.00
Whirling Dervish	7.00
White Mana Battery	3.00
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Winds of Change	5.00
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Wolverine Pack	1.50
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Wretched, The	30.00
Xira Alien	12.00
Zephyr Falcon	1.00

THE DARK

Full Set (119)	\$200 00
Booster Pack (8 cards)	7 00
Booster Box (60 packs)	300 00

Amnesia	4.00
Angry Mob	3.50
Apprentice Wizard	1.00
Ashes to Ashes	1.00
Ball Lightning	50
Banshee	9.00
Barl's Cage	3.00
Blood Moon	5.00
Blood of the Martyr	8.00
Bag Imp	3.00
Bag Rats	50
Bone Flute	50
Book of Rass	1.50
	2.50

<input type="checkbox"/> Brainwash	25
<input checked="" type="checkbox"/> Brothers of Fire	150
<input checked="" type="checkbox"/> Carnivorous Plant	50
<input checked="" type="checkbox"/> Cave People	250



TOP TEN HOTTEST CARDS

10. The Abyss

You won't be invited over for dinner after playing this card on your opponent (which forces each player to sacrifice a non-artifact creature during their upkeep). But it is **awesome** to watch the looks on their face each upkeep.

City of Shadows	6 00
Cleansing	5 00
Cool Golem	2 50
Curse Artifact	1 00
Dance of Many	6 00
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Deep Water	1 00
Diabolic Machine	2 50
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Elves of Deep Shadow	1 00
Erosion	1 00
Eternal Flame	4 00
Exorcist	1 00
Fallen, The	1 00
Fasting	1 00
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Fine and Renaissance	1 00
Firm Drake	1 00
Fissure	1 00
Flood	1 00
Fountain of Youth	4 00
Freezing Mountain	1 00
Gaea's Touch	1 00
Giant Ship	1 00
Giant Statue	1 00
Goblin	1 00
Goblin	1 00
Goblin Degrading Potion	1 00
Goblin	1 00
Goblin	1 00
Goblin	1 00
Goblin Wizard	5 00
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Hidden Path	6 00
Holy Light	1 00
Hollow	5 00
Imagined	1 00
Knights of Thorns	6 00
Light	6 00

[illegible]

FALLEN EMPIRES

Booster Pack (8 cards)	1.75
Booster Box (60 packs)	60.00

1	1.000	1.000	1.000
2	2.000	2.000	2.000
3	3.000	3.000	3.000
4	4.000	4.000	4.000
5	5.000	5.000	5.000
6	6.000	6.000	6.000
7	7.000	7.000	7.000
8	8.000	8.000	8.000
9	9.000	9.000	9.000
10	10.000	10.000	10.000
11	11.000	11.000	11.000
12	12.000	12.000	12.000
13	13.000	13.000	13.000
14	14.000	14.000	14.000
15	15.000	15.000	15.000
16	16.000	16.000	16.000
17	17.000	17.000	17.000
18	18.000	18.000	18.000
19	19.000	19.000	19.000
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25	25.000	25.000	25.000
26	26.000	26.000	26.000
27	27.000	27.000	27.000
28	28.000	28.000	28.000
29	29.000	29.000	29.000
30	30.000	30.000	30.000
31	31.000	31.000	31.000
32	32.000	32.000	32.000
33	33.000	33.000	33.000
34	34.000	34.000	34.000
35	35.000	35.000	35.000
36	36.000	36.000	36.000
37	37.000	37.000	37.000
38	38.000	38.000	38.000
39	39.000	39.000	39.000
40	40.000	40.000	40.000
41	41.000	41.000	41.000
42	42.000	42.000	42.000
43	43.000	43.000	43.000
44	44.000	44.000	44.000
45	45.000	45.000	45.000
46	46.000	46.000	46.000
47	47.000	47.000	47.000
48	48.000	48.000	48.000
49	49.000	49.000	49.000
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51	51.000	51.000	51.000
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67	67.000	67.000	67.000
68	68.000	68.000	68.000
69	69.000	69.000	69.000
70	70.000	70.000	70.000
71	71.000	71.000	71.000
72	72.000	72.000	72.000
73	73.000	73.000	73.000
74	74.000	74.000	74.000
75	75.000	75.000	75.000

[illegible]

SPECIAL OFFERS

SPECIAL OFFERS

- 1. ☐ 2. ☐ 3. ☐ 4. ☐ 5. ☐ 6. ☐ 7. ☐ 8. ☐ 9. ☐ 10. ☐ 11. ☐ 12. ☐ 13. ☐ 14. ☐ 15. ☐ 16. ☐ 17. ☐ 18. ☐ 19. ☐ 20. ☐ 21. ☐ 22. ☐ 23. ☐ 24. ☐ 25. ☐ 26. ☐ 27. ☐ 28. ☐ 29. ☐ 30. ☐ 31. ☐ 32. ☐ 33. ☐ 34. ☐ 35. ☐ 36. ☐ 37. ☐ 38. ☐ 39. ☐ 40. ☐ 41. ☐ 42. ☐ 43. ☐ 44. ☐ 45. ☐ 46. ☐ 47. ☐ 48. ☐ 49. ☐ 50. ☐ 51. ☐ 52. ☐ 53. ☐ 54. ☐ 55. ☐ 56. ☐ 57. ☐ 58. ☐ 59. ☐ 60. ☐ 61. ☐ 62. ☐ 63. ☐ 64. ☐ 65. ☐ 66. ☐ 67. ☐ 68. ☐ 69. ☐ 70. ☐ 71. ☐ 72. ☐ 73. ☐ 74. ☐ 75. ☐ 76. ☐ 77. ☐ 78. ☐ 79. ☐ 80. ☐ 81. ☐ 82. ☐ 83. ☐ 84. ☐ 85. ☐ 86. ☐ 87. ☐ 88. ☐ 89. ☐ 90. ☐ 91. ☐ 92. ☐ 93. ☐ 94. ☐ 95. ☐ 96. ☐ 97. ☐ 98. ☐ 99. ☐ 100. ☐

FACTORY SETS

This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal.

Known as the "International Version," this set is the same as above except the cards are from the revised series. Cards are also not tournament legal. (M.T. Revised Edition Set: 302 cards) \$300.00

The set contains two 60 card revised starter decks, 30 counters and a revised checklist.

There is a question about the date of the first meeting. It is not clear if it was in 1911 or 1912.



price guide

Dr. Peyga	1.00
Dr. Selar	2.00
Dukath	2.00
Duros	10.00
E-Adrel Creature	2.00
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Investigate Sighting	3.00
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Klag	1.00

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Murak	2.00	Treaty: Federation/Romulan	1.00
Murag	1.00	Treaty: Romulan/Klingon	1.00
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Nul Space	7.00	Where No One Has Gone Before	1.00
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RES-Q	1.00		
Restora Enant Moon	2.50		
Richard Galen	6.50		
Riva	2.00		
Ro Laren	10.00		
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Rumabart	0.00		
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Soren	2.00		
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Study Lonan Pulsar	4.00		
Study Nebula	4.00		

Study Plasma Streamer	1.00
Study Stellar Collision	1.00
Subspace Schism	1.00
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STAR TREK: THE NEXT GENERATION UNLIMITED

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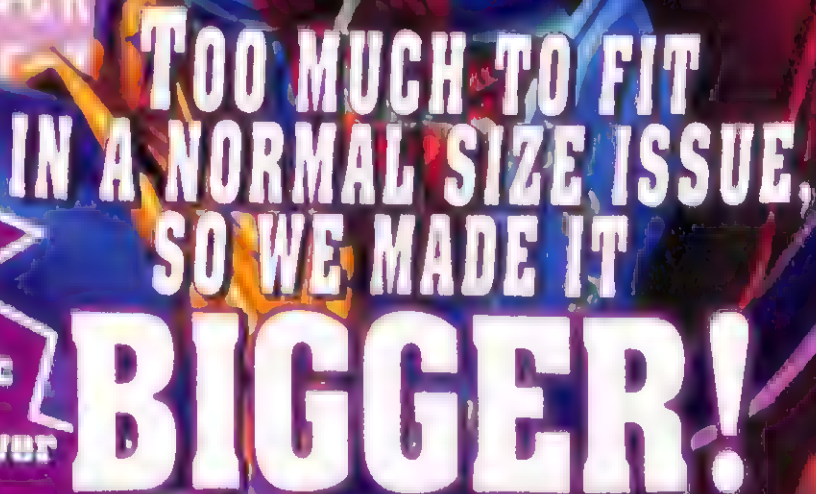
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And MORE, MORE, MORE!



TOO MUCH TO FIT
IN A NORMAL SIZE ISSUE,
SO WE MADE IT
BIGGER!

WIZARD THE GREAT
AND HIS
ONCE

What you need to know about the InQuest MAGIC Players Guide

The InQuest Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

POWER RATINGS

..... **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

.... **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

.. **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inapplicable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

C Common

Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare

Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

EXAMPLE LISTING

ART	Book of Razdal	ART	U	••	Sev	6	DK
	2. Sacrifice 2 life to draw 1 card.						
	Bottle of Suleiman	ART	R	•••	1Mn	4	AN,R
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
	• Bronze Tablet	ART	R	•	TW6	6	AQ,4TH
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
	• Candelabra of Tawnos	ART	R	••••	Dsh	1	AQ
	X: Untap X separate lands.						
	Celestial Prism	ART	U	••••	AW6	3	A,B,U,R,4TH
	2, T: Provides 1 mana of any color (play as an interrupt).						
ART	• Chaos Orb	ART	R	••••	MT6	2	A,B,U
	1: Flip card from height of one foot. If it rotates 360 degrees, any						

▲ Bottle of Suleiman is an artifact that is rare, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in Arabian Nights and Revised. Flip a coin and if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Satan told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Satan had next to nothing to do with it.



SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- C** — Text. The description of exactly what the card can do.
- D** — Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- E** — Artist's Name.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBa
Benson, Melissa	MBa
Bishop, Kristen	KBi
Brackschmidt, Kev	KBr
Brudi, Cornelius	CBa
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDa
Emond, Rick	RED
Ernest, James	JEa
Everingham, Sandra	SEa
Faglia, Kaja	KFa
Faglia, Phil	PFa
Frazier, Dan	DFa
Gallegos, Randy	RGa
Gelon, Daniel	DGa
Hampton, Justin	JHa
Hoover, Quinton	QHa
Hudson, Heather	HHa
Jones, Fay	FJa
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Paole, Mark	MPa
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSu
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

PLAYERS GUIDE

SPOTLIGHT:

Blood Wars (plus the Rebels & Reinforcement and Factions & Factions expansion sets) This month's *InQuest* showcases TSR's hot new card game *Blood Wars* and its expansion sets, *Rebels & Reinforcements* and *Factions & Factions*. Assume the role of powerful Warlords from planes such as The Abyss and Ysgard as you command an army of extra planar Legions in an attempt to conquer various Battlefields of the planes. There are two types of challenges. In Combat, it's an all out brawl! One on one against another player, the higher total wins. Diplomacy comes into play in Intrigue challenges, where your opponents can either choose to fight against you or ally with you. Although both are pretty straight forward, deception and surprise are the key elements to winning. Check out the card ratings and descriptions to see which cards can give you the unexpected edge in the epic battle for the planes. And in case you're having you're doubts, it's a lot better than *Super Deck!* Trust us.

Here are the abbreviations for

BLOOD WARS

TYPE

Ind. Town ... Independent Town
P. Pathway ... Planar Pathway

RARITY

CH ... Chase card
UR ... Ultra Rare

ALIGNMENT

C ... Chaotic
E ... Evil
G ... Good
L ... Lawful
N ... Neutral

DESCRIPTIONS

CP ... Combat Power
CS ... Combat Strength
D ... Dead Book
Discard
IP ... Intrigue Power
IS ... Intrigue Strength
RR ... Random Result

A

B

C

D

E

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G

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U

V

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INQUEST

players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description						

Allopole	ART	R	●●●	HHu	1	FE
1, T: Sacrifice Allopole to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	●●●●	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Aladdin's Lamp	ART	U	●●●	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	●●●	Dfr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
Alchor's Tomb	ART	R	●●●●	HMc	4	LG
2, T: Change the color of target permanent you control.						
Amulet of Kroog	ART	C	●●	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
Ankh of Mishra	ART	R	●●	AWe	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.						
Arena of the Ancients	ART	R	●	TWb	3	LG
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Armageddon Clock	ART	U	●●	AWe	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
Ashnod's Altar	ART	U	●	AMa	3	AQ
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
Ashnod's Battle Gear	ART	U	●●	MPo	2	AQ,4TH
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's Transmogrator	ART	U	●●●	MTe	1	AQ
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.						
Balm of Restoration	ART	R	●●	MOK	2	FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Bari's Cage	ART	R	●●●●	TWb	4	DK
3: Target creature does not untap as usual in its controller's next untap phase.						
Basalt Monolith	ART	U	●●●	IMy	3	A,B,U,R
1: Add 3 to your mana pool. Spend 3 to untap at any time.						
Battering Ram	AC	C	●●	IMe	2	AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying 1/1.						
Black Lotus	ART	R	●●●●●	CRu	0	A,B,U
1: Discard to add 3 mana of any single color to your mana pool.						
Black Mana Battery	ART	U	●●●	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
Black Vise	ART	U	●●●●	RTh	1	A,B,U,P,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
Blue Mana Battery	ART	U	●●●	AWe	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bone Flute	ART	U	●●	CRu	2	DK
1: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	U	●●	SEv	6	DK
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	●●●	IMy	4	AN,R
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	●●●	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap 1/3.						
Bronze Horse	AC	R	●●	MPo	7	LG
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.						
Bronze Tablet	ART	R	●●	TWb	6	AQ,4TH
4: Target an opponent's card in play, remove target and Bronze Tablet from game (play as an interrupt). Remove all artifacts, enchantments, and your opponent now draws cards from a new deck consisting of all cards in your opponent's library. Remove all artifacts, enchantments, and your opponent now draws cards from a new deck consisting of all cards in your opponent's library. Remove all artifacts, enchantments, and your opponent now draws cards from a new deck consisting of all cards in your opponent's library.						
Candelabra of Tawnos	ART	P	●●●●●	DSH	1	AC

Celestial Prism	ART	U	●●●●	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
Chaos Orb	ART	R	●●●●	MYe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
City in a Bottle	ART	R	●	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Clay Statue	AC	C	●●●	IMy	4	AQ,4TH
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	●●●	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps.						



Walking Wall: As an artifact creature, this card can be super useful. At only four mana, it's cheap to cast and provides great defense. If you've got true spare mana, a 3/5 attacker is nothing to scoff at. Don't forget that you can also use the wall's special ability when blocking: entrap your opponent's creature by transforming the wall to kill one of its attackers.

Avian 0/4	AC	R	●●●	DTu	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Avian when cast. Discard a counter after Avian attacks or blocks. During upkeep controller may pay 1 and tap Avian to regain a lost counter 0/4.						
Coal Golem	AC	U	●	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool 3/3.						
Colossus of Sardia	AC	R	●●●●	IMy	9	AQ,4TH
1: Tap. Colossus of Sardia untaps as normal in your untap phase, you may spend 9 in your upkeep to untap Colossus 9/9.						
Conch Horn	ART	R	●●●	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Conservator	ART	U	●●●	AWe	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	●●	AWe	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Coral Helm	ART	R	●●	AWe	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, discard Coral Helm from your hand. Coral Helm cannot be used again until your next upkeep.						
Crystal Rod	ART	U	●●	AWe	1	A,B,U,R,4TH
1: Take 1 life for each spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rock	ART	U	●●	RTh	4	AQ,4TH
Opponent must discard 4 cards during discard phase.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Cyclopean Tomb	ART	R	●●●	AMa	0	A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.						
Dancing Scimitar	AC	R	●●●	AMa	4	AN,R,4TH
Flying 1/5.						
Dark Sphere	ART	U	●●●●	MTe	0	DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Delir's Cone	ART	U	●●	MTe	0	FE
T: Sacrifice Delir's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delir's Cube	ART	R	●●●●	MTe	0	FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn, instead put a cube counter on Delir's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
Diabolic Machine	AC	U	●●	AMa	7	DK,4TH
3: Regenerates 4/4.						
Dingus Egg	ART	R	●●	Dfr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.						
Disrupting Scepter	ART	R	●●●	Dfr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
Dragonian Cylix	ART	R	●●	EBe	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature.						
Dragon Engine	AC	C	●●	AMa	3	AN,R,4TH
2: +1/+0 until end of turn. 1/3.						
Ebony Horse	ART	R	●	DWi	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Elven Lyre	ART	R	●●	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
Feldon's Cone	ART	U	●●●●	MTe	1	AQ
0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.						
Fellwar Stone	ART	U	●●●●	QHo	2	DK,4TH
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
Flying Carpet	ART	R	●●●●	MTe	4	AN,R,4TH
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Forcefield	ART	R	●●●●●	Dfr	3	A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Forethought Amulet	ART	R	●●●	HBe	5	LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
Fountain of Youth	ART	U	●●●●	DGe	0	DK
2, T: Gain 1 life.						
Gauntlet of Might	ART	R	●●●●●	CRu	4	A,B,U
All mountains produce an extra mana. Give all red creatures +1/+1.						
Gauntlets of Chaos	ART	R	●●●●	Dfr	5	LG
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
Glasses of Urza	ART	U	●●●	DSH	1	A,B,U,R,4TH
T: Look at opponent's hand. No, his cards!						
Golgathian Sylex	ART	R	●	KKa	4	AQ
1: Discard all Antiquities cards, including Golgathian Sylex, from play.						
Grapeshot Catapult	AC	C	●●●	Dfr	4	AQ,4TH
1: Do 1 damage to a target flying creature. 2/3.						
Green Mana Battery	ART	U	●●●	CRu	4	LG,4TH
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
Helm of Chaztuk	ART	R	●●●	MTe	1	A,B,U,R,4TH
1, T: Give one creature banding ability until end of turn.						
Hive, The	ART	R	●●●	SEv	5	A,B,U,R,4TH
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
Horn of Deafening	ART	R	●●●●	Dfr	4	LG
2, T: Target creature deals no damage in combat this turn.						
Howling Mine	ART	R	●●●●	MPo	2	A,B,U,R,4TH
Everyone must draw an extra card during his or her draw phase.						
Icy Manipulator	ART	U	●●●●	DSH	4	A,B,U
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
Illusionary Mask	ART	R	●●●	AWe	2	A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Implements of Sacrifice	ART	R	●●●●	MOK	2	FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.						
Iron Star	ART	U	●●	Dfr	1	A,B,U,R,4TH
1: Take 1 life for any red spell cast. Can only give 1 life for each						



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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untapped if controller forfeits a turn						
Tormod's Crypt	ART	U	****	CRu	0	DK
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireall	ART	U	**	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	***	Dfr	4	LG
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	****	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1						
Urza's Avenger	AC	R	****	AWe	6	AQ,4TH
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability						



CROWN OF THE AGES



WINGS OF AESTHIR

gains are cumulative. 4/4						
Urza's Chalice	ART	C	**	JMe	1	AQ
1. Take 1 life for any artifact cost. Can only give 1 life for each time an artifact is cast						
Urza's Miter	ART	R	**	RAF	3	AQ
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card						
Voodoo Doll	ART	R	**	SEv	6	LG
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T Do X damage to one target						
Wall of Spears	AC	U	**	SEv	3	AQ,4TH
First strike, counts as a wall. 2/3						
Ward of Ith	ART	U	****	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it, sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Ward of Ith may only be used during controller's turn						
War Barge	ART	U	****	TWu	4	0Y
3: Give target creature landwalk until end of turn. Bury target if War Barge leaves play this turn						
Weakstone	ART	U	**	JMe	4	AQ
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage						
White Mana Battery	ART	U	***	AWu	4	LG,4TH
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish. Add W for each counter removed (play as an interrupt)						
Winter Orb	ART	R	***	MTe	2	A,B,U,R,4TH
Each player may only untap up to 1 land during untap phase						
Wooden Sphere	ART	U	**	MTe	1	A,B,U,R,4TH
1. Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast						
Yotian Soldier	AC	C	***	CRu	3	AQ,4TH
Yotian Soldier does not tap when attacking. 1/4						
Zelyon Sword	ART	R	***	SG	3	FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your upkeep phase						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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BLACK						
Abomination	SC	U	***	MTe	B83	LG,4TH
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6						
Abyss, The	EW	R	***	PVe	B3	LG
Each player must bury a target non-artifact creature he or she controls during upkeep						
All Hallow's Eve	EN	R	***	CRu	B82	LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned						
Animate Dead	EC	U	****	AMa	B1	A,B,U,R,4TH
Bring a creature from any graveyard into play on your side with -1 power						
Armor Thrull	SC	C	****	HuB	B2	FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKI, JMe, RSp, PVe. 1/3.						
Artifact Possession	EA	C	**	CRu	B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact						
Ashes to Ashes	SOR	C	***	DTu	B81	DK
Remove two non-artifact creatures from the game and lose 5 life						
Bad Moon	EN	R	***	JMy	B1	A,B,U,R,4TH

Crown of the Ages & Wings of Aesthir:

Look familiar? Crown of the Ages is Enchantment Alteration in a box. Wings of Aesthir is one of the most potent creature enchantments in Ice Age. With the Crown, you can bounce Wings among your creatures as needed.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Add BBB to your pool of mana.						
Darkness	INS	C	***	KMc	B	LG
Creatures attack and block as normal but deal no damage.						
Darkpool	SOR	R	****	QHo	B8B	A,B,U,R
Swap your topmost untapped card with either ante card						
Deathgrip	EN	U	***	AMa	B8	A,B,U,R,4TH
BB. Counter a green spell (play as an interrupt).						
Deathlace	INT	R	***	SEv	B	A,B,U,R,4TH
Change the color of one card being played or in play to black.						
Demonic Attorney	SOR	R	**	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Hordes	SC	R	****	JMy	B8B3	A,B,U,R
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	****	AMa	B2	LG
Target creature deals no damage during combat and may not attack in play or						
Demonic Tutor	SOR	U	****	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
Derailor	SC	R	**	AMa	B3	FE
Your black spells cost an additional B. 4/4.						
Drain Life	SOR	C	***	DSh	B1X	A,B,U,R,4TH
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.						
Drudge Skeletons	SC	C	****	SEv	B1	A,B,U,R,4TH
B regenerates. 1/1.						
Eater of the Dead	SC	U	***	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	***	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	***	DWi	B81	AH,R,4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	**	DWi	B1	AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3						
Evil Eye Orbs-Bore	SC	U	**	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6						
Evil Presence	EL	U	***	SEv	B	A,B,U,R,4TH
Target land is now a basic swamp.						
Fallen, The	SC	U	**	JMy	B8B1	DK
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	****	DSh	B83	FE
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3						
Fear	EC	C	****	MPa	B8	A,B,U,R,4TH
Only black or artifact creatures may block target creature						
Frozen Shade	SC	C	***	DSh	B2	A,B,U,R,4TH
B. +1/+1 until end of turn. 0/1.						
Gate to Phyrexia	EN	U	***	SEv	B8	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact						
Ghosts of the Damned	SC	C	*	EBe	B81	LG
T: Make target creature -1/-0 until end of turn. 0/2						
Giant Slug	SC	C	***	AMa	B	LG
5. Give Slug landwalk ability of your choice on your next turn. 1/1						
Gloom	EN	U	***	Dfr	B2	A,B,U,R,4TH
0/1. White spells and white enchantment activation costs now require 3 extra mana						
Glyph of Doom	INS	C	*	SVC	B	LG
Creatures blocked by target wall are destroyed after combat						
Grave Robbers	SC	R	***	QHo	B8B1	DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1						
Greed	EN	R	***	PFo	B3	LG,4TH
B. Draw an extra card and sacrifice 2 life						
Guardian Beast	SC	R	****	KMc	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4						
Hasran Ogress	SC	C	*	Dfr	B8	AN
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2						
Howling Wind	EN	U	***	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid						
Headless Horseman	SC	C	**	QHo	B2	LG
2/2						
Hell Swarm	INS	C	*	CRu	B	LG
Make all creatures -1/-0 until end of turn						
Hell's Caretaker	SC	R	****	SEv	B3	LG
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1						
Hellfire	SOR	R	****	PVe	B8B2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Horror of Horrors	EN	U	***	MTe	B83	LG
Sacrifice a swamp to regenerate a black creature						
Howl from Beyond	INS	C	****	MPa	BX	

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Target creature gains +X/+0 until end of turn.	A,B,U,R,4TH						Nether Shadow	SC	R	***	CRu	BB	A,B,U,R,4TH	damage from blocking creatures.						
Hymn to Touroach	SOR	C	***	Mulu	BB	FE	If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play 1/1							Shaman Night Stalker	SC	U	***	Jmy	BB3	LG
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi, SVC							Nether Void	EW	R	***	Huk	B3	LG	Redirect all damage done to you from a creature to Shaman Night Stalker instead 4/4.						
Hypnotic Specter	SC	U	***	DSh	BB1	A,B,U,R,4TH	Counter all spells unless their casters pay an extra 3							Simulacrum	INS	U	***	MHo	B1	A,B,U,R,4TH
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2							Nettling Imp	SC	U	***	QHo	B2	A,B,U,R	Retrospectively divert all damage done to you this turn to one of your simula-						
Imprison	EC	R	***	CRu	B	LG	T Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before he or her attack. 1/1							Sinkhole	SOR	C	***	Sev	BB	A,B,U
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mono is not paid.							Nightmare	SC	R	***	MBe	B5	A,B,U,R,4TH	Destroy a land.						
Infernal Medusa	SC	U	***	AMa	BB3	LG	Flying. Power and toughness equal number of swamps controller has in play */*							Sorceress Queen	SC	R	****	KFo	BB1	AM,R,4TH
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.							Order of the Ebon Hand	SC	C	***	Mulu	BB	FE	T Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Initiates of the Ebon Hand	SC	C	***	Mulu	B	FE	Protection from white. BB. +1/+0 until end of turn. B First strike until end of turn. Artists: MB, CRu, RSp. 2/1							Soul Exchange	SOR	U	***	AWa	BB	FE
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, Kfo, Hku. 1/1.							Oublette	EN	C	***	DSh	BB1	AM	Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Inquisition	SOR	C	*	AMa	B2	DK	Place target creature out of play							Spirit Shackles	EC	C	**	EBo	BB	LG,4TH
Examine target player's hand. Do 1 damage to for each white card in hand.							Paralyze	EC	C	***	AMa	B	A,B,U,R,4TH	Put a 0/2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Jovial Evil	SOR	R	**	CRu	B2	LG	Target creature doesn't untap as normal. Creature's controller spend 4 to untap during upkeep. Tap target at end of turn. Artists: MB, CRu. 1/1							Stone Throwing Devils	SC	C	***	KMo	B	AM
Do 2 damage to opponent for each white creature opponent controls.							Pestilence	EN	C	****	Jmy	B2	A,B,U,R,4TH	First strike 1/1						
Junun Elfreet	SC	R	***	CRu	BB1	AM,4TH	B Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.							Syphon Soul	SOR	C	***	MBe	B2	LG
Flying. Pay BB during upkeep or Junun Elfreet is destroyed. 3/3.							Phyrexian Gremlins	SC	C	***	AWe	B2	AQ	Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Juzam Djinn	SC	R	***	MTe	BB2	AM	T Tap an artifact. As long as Gremlins remain tapped, their artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1							Talkklemaggot	EC	U	**	DGo	BB2	LG
Lose 1 life during upkeep. 5/5.							Pit Scorpion	SC	C	**	SKu	B2	LG	Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Talkklemaggot. If no new targets exist, Talkklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Talkklemaggot enchanted.						
Khabal Ghou	SC	R	***	DSh	B2	AM	If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1							Terror	INS	C	****	RSP	B1	A,B,U,R,4TH
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.							Plague Rats	SC	C	**	AMa	B2	A,B,U,R,4TH	Bury target creature. Cannot target black or artifact creatures.						
Lesser Werewolf	SC	U	***	QHo	B3	LG	Priest of Yawgmooth	SC	C	*	MTe	B1	AQ	Thrull Champion	SC	R	***	DGo	B4	FE
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.							Quagmire	EN	U	**	Dfr	B2	LG	All Thrulls get +1/+1. T Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2						
Lich	EN	R	**	DGo	BBBB	A,B,U	Rag Man	SC	R	***	DGo	BB2	DK,4TH	Thrull Retainer	EC	U	***	RSp	B	FE
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when lich leaves play.							Raise Dead	SOR	C	***	MHo	B	A,B,U,R,4TH	Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature if enchanted.						
Lord of the Pit	SC	R	***	MTe	BBB4	AM,R,4TH	Royal Assassin	SC	R	****	TWe	BB1	A,B,U,R,4TH	Thrull Wizard	SC	U	**	AMa	B2	FE
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.							T Destroy any tapped creature. Hay TW's the subject of as IQ #1 feature! 1/1						B1 Counter target black spell unless caster pays an additional B or 3 play as an interrupt. 1/1							
Lost Soul	SC	C	**	RAF	BB1	LG,4TH	Sacrifice							Touch of Darkness	INS	U	***	PVe	B0	LG
Swampwalk. 2/1.							Scathe Zombies							Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Marsh Gas	INS	C	*	DSh	B	DK,4TH	Scavenging Ghoul	SC	U	***	JMa	B3	A,B,U,R,4TH	Touroach's Charm	EN	U	**	RKF	BB1	FE
Make all creatures -2/-0 until end of turn.							At the end of turn, add a counter for each other creature in the graveyard that turns. Use a							Do 3 damage to any player who puts a forest into play without putting a 1/1 counter on a creature he controls.						
Mindstab Thrull	SC	C	**	Mulu	BB1	FE	Season of the Witch	EN	C	**				Touroach's Gate	EL	R	**	Sev	BB1	FE
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Hku, RKF, MTe. 2/2							At the end of each player's turn, each creature that has been in play for 10 or more turns is destroyed. 1/1						You may only cast Touroach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter when burying Touroach's Gate when there are no time counters on it. Tap the land Touroach's Gate enchants to give all blocking creatures +2/+1 until end of turn.							
Mind Twist	SOR	R	***	JBa	BX	A,B,U,R,4TH	Sengir Vampire							Transmutation	INS	C	***	SVC	B1	LG
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.							Sewers of Eternity							Target creature's power and toughness are switched until end of turn. Then, strength power after toughness instead, and vice versa.						
Mold Demon	SC	R	*	Jmy	BB5	LG								Uncle Istvan	SC	U	***	DGo	BBB1	DK,4TH
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon 6/6.														Creatures cannot damage Uncle Istvan. 1/3						
Murk Dwellers	SC	C	***	DTu	B3	DK,4TH								Underworld Dreams	EN	U	****	JBa	BBB	LG
If Murk Dwellers attack and are not blocked, they gain +2/+0 2/2													Do 1 damage to opponent for each card drawn.							
Nameless Race	SC	R	***	QHo	B3	DK								Unholy Strength	EC	C	***	DSh	B	A,B,U,R,4TH
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*													Target creature gains +2/+1							
Necrite	SC	C	**	Mulu	BB1	FE								Vampire Bats	SC	C	**	AMa	B	LG,4TH
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2													Flying. B Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1							



BALDUVIAN SHAMAN



BLACK SCARAB

Bolduvian Shaman & Black Scarab:

Target creature gets +2/+2 as long as any opponent controls any black cards. That creature cannot be blocked by blue & red creatures.

Target creature gets +2/+2 as long as any opponent controls any black cards. That creature cannot be blocked by blue & red creatures.



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Worms of the Earth	EN	R	•	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	•••	CRu	BB3	LG
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control, 2/5						
Xenic Poltergeist	SC	U	•••	DFr	BB1	AQ, 4TH
T. Turn target non-creature artifact into an artifact creature with both						



VEXING ARCANIX



PORTENT

power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep, 1/1.

Yawgmoth Demon SC R ••• Sev BB4 AQ
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6

Zombie Master SC R ••• JMe BB1 A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for 8 as long as Zombie Master remains in play. 2/3

Acid Rain	SOR	R	•••	NTh	U3	LG
Destroy all forests in play.						
Air Elemental	SC	U	••••	RTh	UU3	A,B,U,R,4TH
Flying, 4/4						
Amnesia	SOR	U	•••	MPa	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						

• **Ancestral Recall** INS R ••••• MPa U A,B,U
Target player must draw 3 cards.

Animate Artifact EA U ••• DSh U3 A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C •••• DSh U2 LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.

Apprentice Wizard SC R •••• DFr UU1 DK, 4TH
U, T Add 3 to your mana pool (play as an interrupt) 0/1

Azure Drake SC U •••• DFr U3 LG
Flying 2/4.

Backfire EC U •••• BSu U LG, 4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.

Blue Elemental Blast INT C •••• RTh U A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.

Boomerang INS C •••• BSu UU LG
Return target permanent to owner's hand.

• **Braingeyser** SOR R ••••• MTe UUX A,B,U,R,4TH
Target player must draw X cards.

Brine Hag SC U ••••• QHo UU2 LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 2/2.

Clone SC U ••••• JBa U3 A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. //

Control Magic EC U ••••• DWi UU2 A,B,U,R,4TH

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Control target creature until enchantment is discarded or game ends.

• **Copy Artifact** EN R ••••• AWe U1 A,B,U,R,4TH
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.

Counterspell INT U ••••• MPa UU A,B,U,R,4TH
Counter target spell as it is being cast.

Creation Bond EC C ••••• AMa U1 A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Dance of Many EN R ••••• Sev UU DK
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.

Dandon SC C ••••• DTu UU AN
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.

Deep Spawn SC U ••••• MTe UUU5 FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn

Vexing Arcanix & Portent: The Arcanix is a useful tool for doing two damage to your opponent, but it's not much of a benefit to you unless you know what's coming. Portent is just one of many Ice Age cards that lets you look at the top few cards of your library. Check out what's coming, then scoop up easily with the Arcanix.

may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6

Deep Water EN C ••••• JMe UU DK
U All mana-producing lands under your control produce U until end of turn instead of their usual mana.

Devouring Deep SC C ••••• LDa U2 LG
Islandwalk 1/2.

Drain Power SOR R ••••• DSh UU A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.

Dream Coat EC U ••••• AWe U LG
Change target creature's color to another color (play as an interrupt).

Drowned SC C ••••• QHo U1 DK
B Regenerates. 1/1

Elder Spawn SC R ••••• JMy UUU4 LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6

Electric Eel SC U ••••• AMa U DK
RR Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1

Enchantment Alteration INS C ••••• BSu U LG
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.

Energy Flux EN U ••••• KFe U2 AQ
Each artifact requires 2 during upkeep or it must be discarded.

Energy Tap SOR C ••••• DGe U LG, 4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.

Erosion EL C ••••• PVe UUU DK, 4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.

Feedback EE U ••••• QHo U2A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.

Field of Dreams EW R ••••• KFe U LG
The top card in every library plays face up.

Fishliver Oil EC C ••••• AMa U1 AN
Give target creature islandwalk.

Flash Counter INT C ••••• HMc U1 LG
Counter target interrupt or instant spell.

Flash Flood INS C ••••• TWa U LG
Destroy red permanent or return mountain to owner's hand. Destroy

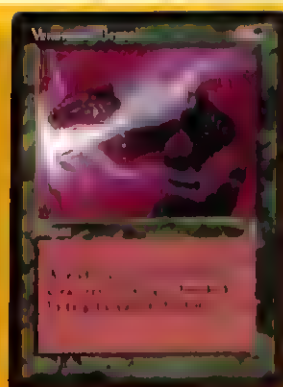
Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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enchantments on target land.						
Flight	EC	C	••••	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	U	••••	DDa	U	DK, 4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	••••	CRu	U	AN
Flying, 1/1.						
Force Spike	INT	C	••	BWa	U	LG
Counter target spell unless its caster spends 1 extra colorless mana.						
Gaseous Form	EC	C	••	PFo	U2	LG
Target creature deals no damage in combat.						
Ghost Ship	SC	C	••••	TWa	UU2	DK, 4TH
Flying. UU: Regenerates. 2/4.						
Giant Shark	SC	C	••	TWa	U5	DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
Giant Tortoise	SC	C	••	KFe	U1	AN, 4TH
+0/+3 while untapped. 1/1.						
Glyph of Delusion	INS	C	•	SVC	U	LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
High Tide	INS	C	••••	Multi	U	FE
All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.						
Homarid	SC	C	•	Multi	U2	FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HTh, MTe, BWa. 2/2.						
Homarid Shaman	SC	R	••••	AWe	UU2	FE
U Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	••••	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Comarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	•	Multi	U4	FE
U Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.						
Hurkyl's Recall	INS	R	•••	NTh	U1	AQ, R, 4TH
Return all artifacts in play owned by target player to owner's hand, enchantments on those artifacts are discarded.						
In the Eye of Chaos	EW	R	•	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Invisibility	EC	C	••••	AMa	UU	A,B,U
Target creature may only be blocked by walls.						
Invoke Prejudice	EN	R	••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jascorius	SC	R	••	JMy	UUU4	AN, R, 4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Jump	INS	C	••	MPa	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
Juxtopose	SOR	R	•••	JHo	U3	LG
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Land Equilibrium	EN	R	••	JMy	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Leviathan	SC	R	•••	MTe	UUUU5	DK, 4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10						
Lifetop	EN	U	••••	AMa	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	•••	MBe	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2						
Magical Hack	INT	R	•••••	JBa	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
Mahamoti Djinn	SC	R	•••••	DFr	UU4	A,B,U,R,4TH
Flying 5/6.						
Mana Drain	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Mana Short	INS	R	••••	DWi	U2	LG
All opponent's lands are tapped, opponent's mana pool is emptied. Opponent is not damaged by untapped mana.						
Mana Vortex	EN	R	••	DSh	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Vortex is destroyed whenever there are no lands in play.							• Recall	SOR	R	★★★★	BsN	UU	LG	end of turn. Use this ability only during upkeep. 1/1						
Merchant Ship	SC	R	★★	TW	U	AN	Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.							Tangle Kelp	EC	U	★★	RAI	U	DK
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2							Reconstruction	SOR	C	★★	AM	U	AQ	R	Target creature stays trapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1					
Merfolk Assassin	SC	U	★★	DDe	UU	DK	Bring an artifact from your graveyard into your hand.							Telekinesis	INS	R	★★	DGe	UU	LG
T: Destroy target creature that has islandwalk. 1/2.							Relic Bind	EA	U	★★	CR	U2	LG	4TH	Target creature deals no damage in combat this turn. It is tapped and may not be normally untapped during its controller's following two untap phases.					
Merfolk of the Pearl Trident	SC	C	★★	JMa	U	A,B,U,R,4TH	When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.							Teleport	INS	R	★★★★	DSh	UUU	LG
1/1.							Remove Soul	INT	C	★★	BsN	U1	LG	Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						
Mersine	EC	C	★★	Mu	UU2	FE	Counter target sorcery spell.							Thoughtloss	INT	R	★★	MP	U	A,B,U,R,4TH
Put 3 net counters on Mersine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.							Reset	INT	U	★★	ML	UU	LG	Change the color of a card being played or already in play to blue.						
Artists: HMa, MOK, DTu, PVe.							Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.							Tidal Floes	EN	C	★★	Mu	U	FE
Mind Bomb	SOR	R	★★	MT	U	DK,4TH	Reverberation	INS	R	★★★★	JMa	UU2	LG	Attacking player may pay 1 for each creature that is blocked. Attacking player may pay 1 for each creature that is blocked. Attacking player may pay 1 for each creature that is blocked. Attacking player may pay 1 for each creature that is blocked.						
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.							Riptide	INS	C	★★	RAF	U	DK	Tidal Influence	EN	U	★★	TW	U2	FE
Mind Bomb prevents 1 damage from Mind Bomb to that player.							Top all blue creatures.							Time Elemental	SC	R	★★	AW	U2	LG,4TH
Old Man of the Sea	SC	R	★★★★	SVC	UU1	AN	River Merfolk	SC	R	★★★★	DSh	UU	FE	Pay UU2, T. Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to it if it blocks or attacks. 0/2						
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3							U Give River Merfolk mountainwalk until end of turn. 2/1							Time Walk	SOR	R	★★★★	AW	U1	A,B,U
Part Water	SOR	U	★★	NT	UU	LG	Sage of Lat-Nam	SC	C	★★	PV	U1		Take an extra turn immediately after the end of the one in which you cast Time Walk.						
Give X target creatures islandwalk until end of turn.							T Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.							Time Twister	SOR	R	★★★★	MT	U2	A,B,U
Phantasmal Forces	SC	U	★★	MP	U3	A,B,U,R,4TH	Sea King's Blessing	INS	U	★★	RAF	U	LG	Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Flying. Pay U during upkeep or card is destroyed. 4/1.							Change the color of any number of target creatures to blue until end of turn.							Transmute Artifact	SOR	U	★★	AM	UU	AQ
Phantasmal Terrain	EL	C	★★★★	DW	UU	A,B,U,R,4TH	Sea Serpent	SC	C	★★	JMa	US	A,B,U,R,4TH	Remove artifact from your library and immediately place it in play under an artifact in play that you control and put it in its owner's graveyard. If the artifact's casting cost exceeds the creature's power, the artifact is destroyed. If the artifact is destroyed, the creature is destroyed. If the artifact is destroyed, the creature is destroyed.						
Target land switches to any basic land type chosen by caster.							Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5							Twiddle	INS	C	★★★★	RAI	U	A,B,U,4TH
Phantom Monster	SC	U	★★★★	JMy	U3	A,B,U,R,4TH	Seasinger	SC	U	★★	AW	UU1	FE	Target creature gains +3/+3. Put 1/-1 counter on card during upkeep. These counters remain until creature dies or game ends.						
Flying. 3/3.							T Gain control of target creature if its controller has no islands in play. You lose control of target creature when its controller has no islands in play.							Undertow	EN	U	★★	RAF	U2	LG
Pirate Ship	SC	R	★★★★	TW	U4	A,B,U,R,4TH								Unstable Mutation	EC	C	★★	DSh	U	AN,R,4TH
T: Do 1 damage to any target. Cannot attack unless opponent has														Unsummon	INS	C	★★	DSh	U	A,B,U,R,4TH



IMPOSING VISAGE



VENOMOUS BREATH

Imposing Visage & Venomous Breath

islands in play. Destroyed immediately if controller has no islands in play. 4/3

Power Artifact EA U ★ DSh UU AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.

Power Leak EE C ★ DTu U1 A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.

Power Sink INT C ★ RTh UX A,B,U,R,4TH
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.

Prodigal Sorcerer SC C ★★★★★ DSh U2 A,B,U,R,4TH
T: Do 1 damage to any target. 1/1.

Psionic Blast INS U ★★★★★ DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.

Psionic Entity SC R ★ JMa U4 LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2

Psychic Allergy EN R ★★★★★ MTu UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage to each card of this color on opponent's controllers during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SOR C ★ SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

Psychic Venom EL C ★ BSu U1 A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.

Puppet Master EC U ★ SEv UUU LG
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.

play moves your cards to the top of your deck. If you have no cards in your hand, you may draw a card. If you have no cards in your hand, you may draw a card. If you have no cards in your hand, you may draw a card.

Sagevorn Leviathan SC R ★ BSu U1 A,B,U,R,4TH
Islandwalk. 3/3

Serendib Djinn SC R ★ AMu U1 A,B,U,R,4TH
Flying. Destroy one of your lands during upkeep. If you have no lands, the destroyed land is an island. 5/6

Serendib Efreet SC R ★ AMu U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4

Silhouetto INS U ★ RTh U4 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Siren's Call INS U ★ AMu U A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before 1 or her attack. Unsummoned creatures are not affected by Siren's Call.

Slaughter of Mind INT R ★★★★★ MPu U A,B,U,R,4TH
Change the text of a card being played or in play by switching one word with another.

Spectral Cloak EC U ★ BSu UU LG
Target creature may not be targeted by spells or first effects unless it is tapped.

Spell Blast INT C ★ BSu UX A,B,U,R,4TH
Counter target spell. It is casting cost of target spell.

Stasis EN R ★ BSu U1 A,B,U,R,4TH
Lands do not untap as normal. Pay U during upkeep or Stasis is destroyed. 1/1

Steel Artifact EA U ★ AWu U2 A,B,U,R,4TH
Artifact. 1/1

Sylvanite Priest SC U ★ BSu U1 A,B,U,R,4TH
Islandwalk. 1/1

Vesuvius Doppelganger SC R ★★★★★ QHo UU3 A,B,U,R
Duplicates all characteristics except color of any one creature in play. If the duplicated creature is destroyed, the Doppelganger is destroyed.

Vodalian Knights SC R ★ SVC UU1 FE
First strike. U Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2

Vodalian Mage SC C ★ Mu U2 FE
U T Counter a target spell unless caster pays an additional 1 QHo.

Vodalian Soldiers SC C ★ MBe U1 FE
Artists: MBe, RTh, JMa, SVC 1/2

Vodalian War Machine SC R ★ AWu UU1 FE
Flying. Merfolk you control to allow W. Merfolk attack cost is reduced by 1. Merfolk you control to allow W. Merfolk attack cost is reduced by 1.

Vokann Eruption SC R ★ DSh UUUX A,B,U,R,4TH
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U ★ RTh UU1 A,B,U,R,4TH
Flying. 1/1

Wall of Water SC U ★ RTh UU1 A,B,U,R,4TH
Flying. 1/1

Water Elemental SC U ★ JMa UU3 A,B,U,R,4TH
Flying. 1/1

Wall of Vapor SC C ★ RTh U3 LG
Flying. 1/1

Wall of Wonder SC U ★ RTh UU2 LG
Flying. 1/1

Water Worm SC C ★ RSp U1 DK
Flying. 1/1

Zephyr Falcon SC C ★ HTh U1 LG,4TH
Flying. 1/1



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Description							
GREEN							
Aislid Leprechaun	SC	C	••	QHo	G	LG	
All creatures blocking or blocked by Leprechaun become green. 1/1.							
Arborea	EW	U	••••	DGe	GG2	LG	
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.							
Argothian Pixies	SC	C	••	AWe	G1	AQ	
Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.							
Argothian Treefolk	SC	C	•••	AWe	GG3	AQ	
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.							
Aspect of Wolf	EC	R	••••	JMe	G1	A,B,U,R,4TH	
Increase target creature's power and toughness by half the number of forests caster has in play.							
Avoid Fate	INT	C	•	Pfo	G	LG	
Counter target interrupt or enchantment targeting a permanent you control.							
Barbaric Apes	SC	C	•••	BWg	G1	LG	
2/2.							
Berserk	INS	U	•••••	Dfr	G	A,B,U	
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.							
Birds of Paradise	SC	R	•••••	MPo	G	A,B,U,R,4TH	
Flying. T: Add one mana of any color to your mana pool. 0/1.							
Camouflage	INS	U	•••	JMy	G	A,B,U	
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.							
Carnivorous Plant	SC	C	•••	QHo	G3	DK,4TH	
4/5.							
Cat Warriors	SC	C	••••	MBe	GG1	LG	
Forestwalk. 2/2.							
Channel	SOR	U	••	RTh	GG	A,B,U,R,4TH	
Add 1 colorless mana to your pool for each life point you sacrifice.							
Citadel Druid	SC	U	••	JMe	G1	AQ	
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.							
Cockatrice	SC	R	•••••	Dfr	GG3	A,B,U,R,4TH	
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.							
Cocoon	EC	U	•••	MTe	G	LG	
Put 3 counters on and top target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.							
Concordant Crossroads	EW	R	•••	AWe	G	LG	
Creatures may attack or tap during the turn they are brought into play.							
Craw Giant	SC	U	••••	CRu	GGG3	LG	
Trample. Rampage. 2 6/4.							
Crumble	INS	C	••••	JMy	G	AQ,R,4TH	
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.							
Craw Worm	SC	C	••	DGe	GG4	A,B,U,R,4TH	
6/4.							
Cyclone	EN	R	••	MTe	GG2	AN	
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.							
Deadfall	EN	U	••	NTh	G2	LG	
Creatures with forestwalk may be blocked.							
Desert Twister	SOR	U	••••	SVC	GG4	AN,R,4TH	
Destroy any one card in play.							
Drop of Honey	EN	R	•••	AMa	G	AN	
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.							
Darkwood Bears	SC	C	•••	MKG	G4	LG,4TH	
4/4.							
Elven Fortress	EN	C	•••	MKG	G	FE	
G1: Give target blocker +0/+1 until end of turn. Artists: RAI, MPo, PVo, TWa.							
Elven Riders	SC	R	•••	MBe	GG3	LG,4TH	
Cannot be blocked except by walls and flying creatures. 3/3.							
Elves of Deep Shadow	SC	U	•••	JMy	G	DK	
T Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.							
Elvish Archers	SC	R	••	AMa	G1	A,B,U,R,4TH	
First strike. Misprint: Alpha version listed power and toughness as 1/2 2/1.							
Emerald Dragonfly	SC	C	•	QHo	G1	LG	
Flying. GG: First strike until end of turn. 1/1.							
Elvish Farmer	SC	R	•••	RKF	G1	FE	

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Description							
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.							
Elvish Hunter	SC	C	••••	MKG	G1	FE	
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.							
Elvish Scout	SC	C	•••	MKG	G	FE	
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVo. 1/1.							
Erhnam Djinn	SC	R	•••	KMe	G3	AN	
Give forestwalk to an opponent's creature until next upkeep. 4/5.							
Eureka	SOR	R	••••	KFo	GG2	LG	
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.							
Fastbond	EN	R	••	MPo	G	A,B,U,R,4TH	
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.							
Feral Thallid	SC	U	••	RAI	GGG3	FE	
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.							
Fire Sprites	SC	C	••	JBo	G1	LG	
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.							
Floral Spuzzum	SC	U	••	RAI	G3	FE	
If Floral Spuzzum attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.							
Fog	INS	C	•••	JMy	G	A,B,U,R,4TH	
Creatures do not affect one another in combat.							
Force of Nature	SC	R	••••	DSh	GGG2	A,B,U,R,4TH	
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.							
Fungal Bloom	EN	R	••••	DGe	GG	FE	
GG: Put a spore counter on target Fungus.							
Fungusaur	SC	R	•••	DGe	G3	A,B,U,R,4TH	
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.							
Gaea's Avenger	SC	R	•••	PVo	GG1	AQ	
*=number of artifacts opponent has in play *+3/*+1							
Gaea's Liege	SC	R	•••••	DWt	GGG3	A,B,U,R,4TH	
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play, when attacking, power and toughness equal number of forests defending opponent has in play. */*							
Gaea's Touch	EN	C	••	MPo	GG	DK	
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).							
Ghazban Ogre	SC	C	•	JMy	G	AN	
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.							
Giant Badger	SC	R	••••	LDe	GG1	BOOV	
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.							
Giant Growth	INS	C	••••	SvG	G	A,B,U,R,4TH	
Target creature gets +3/+3 until end of turn.							
Giant Spider	SC	C	••••	SvG	G3	A,B,U,R,4TH	
Doesn't fly, but can block flying creatures. 2/4.							

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Description							
All green creatures gain forestwalk.							
Hornet Cobra	SC	C	••	SvG	GG1	LG	
First strike. 2/1.							
Hurricane	SOR	U	••••	DWt	GX	A,B,U,R,4TH	
Do X damage to all players and flying creatures.							
Ice Storm	SOR	U	•••	Dfr	G2	A,B,U	
Destroy any one land.							
Ichneumon Druid	SC	U	•	MBe	GG1	LG	
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.							
Ith-Bill Efreel	SC	R	•••	JMy	GG2	AN	
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.							
Instill Energy	EC	U	••••	DWt	G	A,B,U,R,4TH	
Untap target creature one extra time per turn; target may attack when it comes into play.							
Innate Treefolk	SC	C	•••	JMy	G4	A,B,U,R,4TH	
3/5.							
Killer Bees	SC	R	•••••	Pfo	GG1	LG,4TH	
Flying. G: Give Bees +1/+1 until end of turn. 0/1.							
Kudzu	EL	R	•	MPo	GG1	A,B,U,R	
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.							
Land Leeches	SC	C	••	QHo	GG1	DK,4TH	
First strike. 2/2.							
Ley Druid	SC	U	•••	SvG	G2	A,B,U,R,4TH	
T: Untap a land of your choice (play as an interrupt). 1/1.							
Lifeforce	EN	U	••••	DWt	GG	A,B,U,R,4TH	
GG: Counter a black spell as it is being cast (play as an interrupt).							
Lifelock	INT	R	•	AWe	G	A,B,U,R,4TH	
Changes the color of one card in play to green.							
Living Artifact	EA	R	•••	AMa	G	A,B,U,R,4TH	
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.							
Living Lands	EN	R	••	JMy	G3	A,B,U,R,4TH	
Treat all forests in play as 1/1 creatures that can be tapped for G.							
Living Plane	EW	R	•••	BWg	GG	LG	
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.							
Lionowor Elves	SC	C	••••	AMa	G	A,B,U,R,4TH	
T: Add G to your mana pool. Played as an interrupt. 1/1.							
Lure	EC	U	•••••	AMa	GG1	A,B,U,R,4TH	
All creatures that can block target creature must do so.							
Lurker	SC	R	••	AMa	G2	DK	
Lurker cannot be the target of spells unless it is attacked or blocked this turn. 2/3.							
Marsh Viper	SC	C	•••	RSp	G3	DK,4TH	
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.							
Master of the Hunt	SC	R	•••••	JMe	GG2	LG	
GG2. Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.							
Metamorphosis	SOR	C	•	CRu	G	AN	
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.							



Conquer & Zuran Orb
Orb: Is the foe giving you a hard time? Take it with the long-awaited land-stealing spell, Conquer. If your opponent manages to get rid of Conquer, sacrifice the stolen land to the Zuran Orb for a quick two life.

CONQUER								ZURAN ORB							
Giant Turtle	SC	C	•	JMe	GG1	LG		Moss Monster	SC	C	••	JMy	GG2	LG	
Giant Turtle may not attack if it did so during your last turn. 2/4.								3/6.							
Glyph of Reincarnation	INS	C	••	SvG	G	LG		Nat's Asp	SC	C	••	CRu	G	AN,4TH	
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.								If Nat's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.							
Grizzly Bears	SC	C	•••	JMe	G1	A,B,U,R,4TH		Natural Selection	INS	R	•	MPo	G	A,B,U	
2/2.								Look at the top 3 cards of any library. You may then shuffle that library.							
Hidden Path	EN	R	••••	RAI	GGG2	DK		Niall Silvain	SC	R	•••	CRu	GGG	DK	

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found							
Description							Description													
GGGG, T: Regenerate target creature. 2/2							Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2	creature goes to the graveyard, remove it from the game. 1/1												
Night Soil	EN	C	GG	Multi	GG	FE	Thelonite Druid	SC	U	GGG	MOK	G2	FE	Whirling Dervish	SC	U	GGG	SVC	GG	LG, 4TH
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEV, HHU, DTU.							G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1	Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1					Wild Growth	EL	C	GG	MPo	G	A,B,U,R,4TH	
People of the Woods	SC	U	GGG	DTU	GG	DK	Thelonite Monk	SC	R	GGG	BWu	G62	FE	Whenever target land is tapped for mana, Wild Growth provides an extra G.						
*=number of forests controlled by controller of People of the Woods. 1/1.							T: Sacrifice a green creature to transform a target land into a basic forest. 1/2	Willow Sotry	SC	R	GG	JMe	G62	LG						
Pixie Queen	SC	R	GGG	QHo	G62	LG	Thelon's Chant	EN	U	GGG	MBu	G61	FE	T: Gain control of target legend. Lose control of this legend if Willow Sotry untaps, leaves play, or leaves your control. You may leave Willow Sotry tapped. 1/1						
GGG, T: Give target creature flying until end of turn. 1/1.							Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	Winter Blast	SOR	R	GGG	KFo	GX	LG, 4TH						
Powerleech	EN	U	GGG	CRu	GG	AQ	Thelon's Curse	EN	R	GGG	PVt	GG	FE	Top X target creatures. Do 2 damage to each target creature with flying.						
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.							Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to	Wolverine Pack	SC	C	GG	JMe	G62	LG						
Pradesh Gypsies	SC	U	GGG	QHo	G2	LG, 4TH														
G1, T: Give target creature -2/-0 until end of turn. 1/1.																				
Rabid Wombat	SC	U	GGG	KFo	G62	LG														
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.																				
Rodjan Spirit	SC	U	GGG	CRu	G3	LG, 4TH														
1: Target creature loses flying ability until turn ends. 3/2.																				
= Rebirth	SOR	R	GG	MTu	G63	LG, 4TH														
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.																				
Regeneration	EC	C	GGG	QHo	G1	A,B,U,R,4TH														
G: Target creature regenerates.																				
Regrowth	SOR	U	GGG	DWt	G1	A,B,U,R														
Bring a card from your graveyard into your hand.																				
Reincarnation	INS	U	GGG	EBe	G61	LG														
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.																				
Revelation	EW	R	GG	KFo	G	LG														
Play with all cards in hand face up.																				
Rust	INT	C	GG	LDa	G	LG														
Counter target artifact effect that requires an activation cost.																				
Sandstorm	INS	C	GG	BSn	G	AM, 4TH														
Do 1 damage to all attacking creatures.																				
Savaen Elves	SC	C	GG	RSp	G	DK														
GG, T: Destroy target enchant land. 1/1.																				
Scarwood Bandits	SC	R	GGG	MPo	G62	DK														
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.																				
Scarwood Hag	SC	U	GGG	AMa	G1	DK														
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.																				
Scavenger Folk	SC	C	GGG	DDe	G	DK														
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.																				
Scrib Sprites	SC	C	GGG	AWt	G	A,B,U,R,4TH														
Flying. 1/1.																				
Shanodin Dryads	SC	C	GGG	AMa	G	A,B,U,R,4TH														
Forestwalk. 1/1.																				
Shelkin Brownie	SC	C	GG	DSh	G1	LE														
T: Remove the banding ability from target creature until end of turn. 1/1.																				
Singing Tree	SC	R	GGG	RAI	G3	AN														
T: Reduce attacking creature's power to 0 until end of turn. 0/3																				
Spilling Slug	SC	U	GG	AMa	G61	DK														
G1: Give Slug first strike until end of turn. If this ability is not used every creature blocking or blocked by Spilling Slug gains first strike until end of turn. 2/4.																				
Spore Cloud	INS	C	GGG	Multi	GG1	FE														
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWt																				
Spare Flower	SC	U	GGG	MOK	GG	FE														
Put a spore counter on Spare Flower during upkeep. Remove three counters from Spare Flower to prevent creatures from dealing damage in combat. 0/1.																				
Storm Seeker	INS	U	GGG	MPo	G3	LG														
Do 1 point of damage to opponent for every card he or she has in hand.																				
Stream of Life	SOR	C	GGG	MPo	GX	A,B,U,R,4TH														
Target player gains X life.																				
Subdue	INS	C	GG	BSn	G	LG														
Target creature deals no damage. It gains X toughness, where X equals its casting cost.																				
Sylvan Library	EN	U	GGG	HMc	G1	LG, 4TH														
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.																				
Sylvan Paradise	INS	U	GG	RAF	G	LG														
Change the color of one or more target creatures to green until end of turn.																				
Thallid	SC	C	GGG	Multi	G	FE														
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature in play. Artists: EBe, DGe, JMy, RSp. 1/1																				
Thallid Devourer	SC	U	GGG	RSp	GG1	FE														

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description						
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2							creature goes to the graveyard, remove it from the game. 1/1						
Thelonite Druid	SC	U	GGG	MOK	G2	FE	Whirling Dervish	SC	U	GGG	SVC	GG	LG, 4TH
G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1							Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1						
Thelonite Monk	SC	R	GGG	BWu	G62	FE	Wild Growth	EL	C	GG	MPo	G	A,B,U,R,4TH
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2							Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Thelon's Chant	EN	U	GGG	MBu	G61	FE	Willow Sotry	SC	R	GG	JMe	G62	LG
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.							T: Gain control of target legend. Lose control of this legend if Willow Sotry untaps, leaves play, or leaves your control. You may leave Willow Sotry tapped. 1/1						
Thelon's Curse	EN	R	GGG	PVt	GG	FE	Winter Blast	SOR	R	GGG	KFo	GX	LG, 4TH
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to							Top X target creatures. Do 2 damage to each target creature with flying.						
							Wolverine Pack	SC	C	GG	JMe	G62	LG
							Rampage 2 2/4						



1/1
Flying
An otherworldly being, a Seraph is a creature of pure light and goodness. It is said that Seraphs are the most powerful of the angels, and they are often seen as protectors of the innocent.



1/1
Flying
Unravel all while creatures you control. Any creature that blocks this turn gets +0/+1 until end of turn.
"In the thick of battle, you must keep your eyes on the prize. Nothing is too difficult." - General Jarhead, the Arcan Mage

SERAPH

BATTLE CRY

untap one and only one creature

Thicket Basilisk

SC U GGG DF G63 A,B,U,R,4TH

Any non-wall creature blocking or backed by Basilisk is destroyed. 2/4

Thorn Thallid

SC C GGG Multi GG1 FE

During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHU, JMy, MTu 2/2

Timber Wolves

SC R GGG MBu G A,B,U,R,4TH

Bonds 1/1

Thonia's Song

EN U GGG KJo G3 AQ,R,4TH

Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Thonia's Song leave play, artifacts revert to normal just before the next turn's untap phase.

Tracker

SC R GGG JMe GG1 DK

GG T: Tracker does damage equal to its power to target creature.

Target creature does damage equal to its power to Tracker. 2/2

Transquility

SOR C GGG DSh G2 A,B,U,R,4TH

Discard all enchantments in play.

Tsunami

SOR U GGG RTh G3 A,B,U,R,4TH

Destroy all islands in play.

Typhoon

SOR R GGG AMa G2 LG

Do 1 damage to opponent for each island he or she controls.

Untamed Wilds

SOR U GGG NTh G2 LG, 4TH

Search your library for one basic land and put it in play. This does not count against your normal lands played limit. Reshuffle your library afterward.

Venom

EC C GGG Twu GG1 DK, 4TH

All non-wall creatures blocking or backed by target creature are destroyed after combat.

Venduran Enchantress

SC R GGG KBt GG1 A,B,U,R,4TH

Draw a card each time you cast an enchantment. 0/2

Wall of Brambles

SC U GGG AMa G2 A,B,U,R,4TH

G: Regenerates. 2, 3

Wall of Ice

SC U GGG RTh G2 A,B,U,R,4TH

0, 7

Wall of Wood

SC C GGG MTu G A,B,U,R,4TH

0, 1

Wonderlust

EC U GGG CJo G2 A,B,U,R,4TH

Do 1 damage to controller of target creature during upkeep.

Wor Mammoth

SC C GGG JMe G3 A,B,U,R,4TH

Trample. 3, 3

Web

EC R GGG RAI G A,B,U,R,4TH

Target creature gains +0/-2 and may block flying creatures.

Whisperwill

SC U GGG DSh G DK

GG T: Target creature may not regenerate or be the target of damage prevention or damage reduction spells or effects. If target

Wood Elemental

SC R GGG BSn G3 LG

*=the number of untapped forests you sacrificed when casting Wood Elemental. 2/2

Wormwood Treelock

SC R GGG JMy GG3 DK

GG Give Wormwood Treelock swampwalk until end of turn and lose 1 life. BB Give Wormwood Treelock forestwalk until end of turn and lose 2 life. 4, 4

Wykuli Wolf

SC C GGG SVC G1 AN

T: Give a creature +1/+1 until end of turn. 1/1

MULTICOLORED

Adun Oakenshield

SC R GGG JMe BGR

GRB T: Take a creature from your graveyard into your hand. 1/2

Angus Mackenzie

SC R GGG BWu UG

UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2

Arcades Sabbath

SC R GGG EBe UUGWW2

Flying. All creatures on Sabbath's side gain +2 defense when equipped. W Give Sabbath +0/+1 until end of turn. Pay WGU flying upkeep or bury Arcades Sabbath. 7/7

Axelrod Gunnarson

SC R GGG SIG BBR4

Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5

Ayesha Tanaka

SC R GGG BWu UUGW

T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2

Barktooth Warboard

SC U GGG ARu BRR4

6, 5

Bartel Runezoo

SC R GGG ARu BGR3

Controlled by enchanted creature spells. Does not tap to attack.

Born Devilborn

SC R GGG JMy BR3

GGG, T: Destroy or demon token, which is a 1/1 red and black creature. 1/1

Chromium

SC R GGG EBe BUUGWW2

GGG, T: Pay BUW during upkeep or bury Chromium. 1/1

Dakkon Blackblade

SC R GGG RKF BUUW2

* equals the number of lands you control. 2/2

Dark Heart of the Wood

EN C GGG CRu BG

Sacrifice a forest to gain 3 life.

Gabriel Angelfire

SC R GGG DGe GGWW3

GGG, T: Target creature either flying, first strike, trample, or

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GGG, T: Target creature either flying, first



SERAPH



BATTLE CRY

Seraph & Battle Cry

Cry: Seraph & Battle Cry replacement for the Seraph Angel—and it's nasty! For a new look, attack with the Seraph. Because Battle Cry during your opponent's turn to block one of your opponent's small, medium-sized creatures. Surprise!

untap one and only one creature						
Thicket Basilisk	SC	U	GGG	Df	G63	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4						
Thorn Thallid	SC	C	GG	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHU, JMy, MTu. 2/2						
Timber Wolves	SC	R	GG	MBu	G	A,B,U,R,4TH
Bonds. 1/1						
Thonia's Song	EN	U	GG	KFo	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Thonia's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Tracker	SC	R	GGG	JMe	G61	DK
GG T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2						
Transquility	SOR	C	GGG	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
Tsunami	SOR	U	GG	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	GG	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	GG	NTh	G2	LG, 4TH
Search your library for one basic land and put it in play. This does not count against your normal lands played limit. Reshuffle your library afterward.						
Venom	EC	C	GG	TWu	G61	DK, 4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	GG	KBr	G61	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2						
Wall of Brambles	SC	U	GG	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2, 3						
Wall of Ice	SC	U	GG	RTh	G2	A,B,U,R,4TH
0, 7						
Wall of Wood	SC	C	GG	MTu	G	A,B,U,R,4TH
0, 1						
Wanderlust	EC	U	GG	CB	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	GGG	JMe	G3	A,B,U,R,4TH
Trample. 3, 3						
Web	EC	R	GGG	RAI	G	A,B,U,R,4TH
Target creature gains +0/-2 and may block flying creatures.						
Whippoorwill	SC	U	GGG	DSh	G	DK
GG T: Target creature may not regenerate or be the target of damage preventing or damage redirecting spells or effects. If target						

Wood Elemental	SC	R	GG	BSn	G3	LG
*=the number of untapped forests you sacrificed when casting Wood Elemental. 1/1						
Wormwood Treelock	SC	R	GG	JMy	G63	DK
GG Give Wormwood Treelock swampwalk until end of turn and lose 2 life. 4, 4						
Wykuli Wolf	SC	C	GGG	SVC	G1	AN
Give a creature +1/+1 until end of turn. 1/1						

MULTICOLORED

Adun Oakenshield	SC	R	GGG	JMe	BGR	LG
GRB T: Take a creature from your graveyard into your hand. 1/2						
Angus Mackenzie	SC	R	GG	BWu	UG	LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2, 2						
Arcades Sabbath	SC	R	GGG	EBe	UUGWW2	LG
Flying. All creatures on Sabbath's side gain +2 defense when tapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7						
Axelrod Gunnarson	SC	R	GGG	SG	BBRR	LG
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5						
Ayasha Tanaka	SC	R	GG	BWu	UWW	LG
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2						
Barktooth Warbeard	SC	U	GG	ARu	BRR4	LG
6, 5						
Boriel Runeaxe	SC	R	GG	ARu	BGR3	LG
Control target creature's spells. Does not tap to attack.						
Born Devilborn	SC	R	GGG	JMy	BR3	LG
BK, T: Transform demon token, which is a 1/1 red and black.						
Chromium	SC	R	GG	EBe	BBUWW2	LG
During upkeep, pay BUW during upkeep or bury Chromium.						
Dokkan Blackblade	SC	R	GGG	RKF	BUWW2	LG
* equals the number of lands you control. 1/1						
Dark Heart of the Wood	EN	C	GG	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
Gabriel Angelfire	SC	R	GG	DGe	GGWW3	LG
Angelfire gains either flying, first strike, trample, or +1/+1 until end of turn. 4, 4						
Gosta Dark	SC	R	GGG	RTh	UWW3	LG
First strike. Can block non-damaging creatures. 4, 4						



players guide

Name Kind Rarity Rating Artist Cost Sets Found

- Gwendlyn Di Corei** SC R ***** JBa BBUR LG
T: Target player randomly discards a card in hand (play only during your turn). 3/5.
- Halfdane** SC R ***** MBe BUW1 LG
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.
- Hazezon Tamar** SC R ***** RKF GRW4 LG
On your first upkeep after Hazezon Tamar is put in play, put "Sand Warrior" tokens in play, where " is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4
- Hunding Gjornersen** SC U ***** RTh UU13 LG
Rampage: 1. 5/4
- Jacques le Vert** SC R ***** ARu GRW1 LG
Make all your green creatures +0/+2. 3/2.
- Jasmine Boreal** SC U ***** RKF GW3 LG
4/5.
- Jedi Qjanen** SC U ***** MPo UWW4 LG
5/5.
- Jerrard of the Closed Fist** SC U ***** ARu GGR1 LG
6/5.
- Johan** SC R ***** MTe GRW3 LG
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.
- Kosimir the Lone Wolf** SC U ***** RKF UW4 LG
5/3.
- Kei Takahashi** SC R ***** SKi GW2 LG
1. Prevent up to 2 damage to target creature. 2/2
- Lady Caleria** SC R ***** BWa GWW3 LG
2. Do 3 damage to target attacking or blocking creature. 3/6.
- Lady Evangela** SC R ***** MPo BUW LG
BW, T: Target creature deals no damage this turn during combat. 1/2.
- Lady of the Mountain** SC U ***** RKF GR4 LG
5/5.
- Lady Orca** SC U ***** SEv BR5 LG
7/4.
- Livonya Silano** SC R ***** RKF GRR2 LG
First strike, legendary landwalk. 4/4
- Lord Magnus** SC U ***** MTe GWW3 LG
First strike. Creatures with plainwalk or forestwalk may be blocked. 4/3.
- Marhoul Elsdragon** SC U ***** MPo GRR3 LG
Rampage: 1. 4/6.
- Marsh Goblins** SC C ***** QHo BR DK
Swampwalk. 1/1
- Nebuchadnezzar** SC R ***** RKF BU3 LG
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3
- Nicol Bolas** SC R ***** EBe BBURR2 LG
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7
- Palladio-Mors** SC R ***** EBe GRRWW2 LG
Flying, trample. Pay WGR during upkeep or bury Palladio-Mors. 7/7
- Pavel Maliki** SC U ***** ARu BR4 LG
BR. Give Pavel Maliki +1/+0 until end of turn. 5/3
- Princess Lucezia** SC U ***** SEv BUU3 LG
T. Add U to your mana pool (play as an interrupt). 5/4
- Regnar** SC R ***** MBe BGW LG
UGW, T: Regenerate target creature. 2/2
- Romirez DePistra** SC U ***** Pfo BBU3 LG
First strike. 4/3.
- Ramses Overdark** SC R ***** RKF BBU2 LG
T. Destroy a target creature with an enchantment on it. 4/3
- Raspurin Dreamweaver** SC R ***** ARu UW4 LG
Put 7 counters on Raspurin when put in play. Remove a counter to prevent 1 damage to Raspurin or add 1 to your mana pool (play as an interrupt). Add a counter to Raspurin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Raspurin. 4/1
- Riven Turnbull** SC U ***** RKF BUS LG
T: Add B to your mana pool (play as an interrupt). 5/7
- Rohgahn of Kher Keep** SC R ***** EBe BRRR2 LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahn and all Kobolds are tapped and enter opponent's control. 5/5
- Rubinia Soulsinger** SC R ***** RAI UGW2 LG
T. Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes

Name Kind Rarity Rating Artist Cost Sets Found

- untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.
- Scarwood Goblins** SC C ***** RSp GR DK
2/2
- Sir Shandlar of Eberyn** SC U ***** ARu GW4 LG
4/7.
- Sivriti Scarzam** SC U ***** NTh BU5 LG
6/4.
- Solkamar Swamp King** SC R ***** RKF BUR2 LG
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.
- Stang** SC R ***** MPo GR4 LG
Put Stang Twin taken in play when casting Stang. Stang Twin taken is a 3/4 green and red legend. Remove Stang Twin taken from game if Stang leaves play. 3/4.
- Sunastion Falconer** SC U ***** CRu GR3 LG
T: Add 2 to your mana pool. 4/4
- Tetsuo Umezawa** SC R ***** JBa BUR LG
BUR, T. Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.
- Tobias Andrian** SC U ***** ARu UW3 LG
4/4.
- Tor Wauki** SC U ***** RAF BBR2 LG
T: Do 2 damage to attacking or blocking creature. 3/3
- Torsten Von Ursus** SC U ***** MPo GWW3 LG
5/5
- Tukair Deathlock** SC R ***** LDo GRR LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.
- Ur-Drago** SC R ***** CRu BBU3 LG
First strike. Creatures with swampwalk may be blocked. 4/4.
- Voevictis Asmadi** SC R ***** ARu BBRGG2 LG
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Voevictis Asmadi. 7/7
- Xira Arien** SC R ***** MBe BRG LG
Flying. GRB, T. Make target player draw a card. 1/2

RED

- Active Yokano** INS C ***** BSo R LG
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.
- Arothi Berserker** SC U ***** MBe RRR2 LG
Rampage: 3. 2/4
- Aladdin** SC R ***** JBa RR2 AN
RR1. Steal artifact. 1/1
- Ali Baba** SC R ***** JBa R AN,4TH
R. Tap a wall. 1/1
- Ali from Cairo** SC R ***** MPo RR2 AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.
- Artifact Blast** INT C ***** MPo R AQ
Counter any artifact as it is being cast.
- Atog** SC C ***** IMy R1 AQ,R
D: +2/+2, sacrifice one of your artifacts in play. 1/2
- Backdraft** INS U ***** BSo R1 LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.
- Ball Lightning** SC R ***** QHo RRR DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1
- Beasts of Bogardan** SC U ***** DGe R4 LG
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3
- Bird Maiden** SC C ***** JMa R2 AN,4TH
Flying. 1/2
- Blazing Effigy** SC C ***** SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3

Name Kind Rarity Rating Artist Cost Sets Found

- damage to target creature. 0/3.
- Blood Lust** INS U ***** AMa R1 LG,4TH
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.
- Blood Moon** EN R ***** TWa R2 DK
Turn all non-basic lands into basic mountains while Blood Moon is in play.
- Brassclaw Orcs** SC C ***** MuH R2 FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), DFr, HHu. 3/2.
- Brothers of Fire** SC U ***** MTe RR1 DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2
- Brute, The** EC C ***** MPo R1 LG,4TH
Target creature gains +1/+0. RRR: Regenerates.
- Burrowing** EC C ***** MPo R A,B,U,R,4TH
Target creature gains mountainwalk.
- Cave People** SC U ***** DTu RR1 DK,4TH
Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.
- Caverns of Despair** EN R ***** HMc RR2 LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.
- Chain Lightning** SC R ***** SEv R LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.
- Chaoslace** INT R ***** DWi R A,B,U,R,4TH
Changes the color of a card being played or in play to red.
- Crevassa** EN U ***** RAI R2 LG
Creatures with mountainwalk may be blocked.
- Crimson Kobolds** SC C ***** AMa 0 LG
Crimson Kobolds are red creatures. 0/1.
- Crimson Manticores** SC R ***** DGe RR2 LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2
- Crookshank Kobolds** SC C ***** CRu 0 LG
Crookshank Kobolds are red creatures. 0/1.
- Desert Nomads** SC C ***** CRu R2 AN
Desertwalk. Immune to damage from Deserts. 2/2.
- Detonate** SC R ***** RAF RX AQ,4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.
- Disharmony** INS R ***** BWa R2 LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.
- Disintegrate** SC C ***** AMa RX A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game.
- Dwarven Song** INS U ***** DFr R LG
Change the color of any number of target creatures to red until end of turn.
- Dragon Whelp** SC U ***** AWe RR2 A,B,U,R,4TH
Flying. R: +1/+0, if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.
- Dwarven Armorer** SC R ***** BWa R FE
R, T. Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.
- Dwarven Catapult** INS U ***** JMa RX FE
Does X damage, divided evenly among all of your opponent's creatures (round down).
- Dwarven Demolition Team** SC U ***** KBr R2 A,B,U
T. Destroy a wall.
- Dwarven Lieutenant** SC U ***** JMe RR FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.



INFINITE HOURGLASS



RIME DRYAD

Infinite Hourglass

& Rime Dryad: Ween e hordes unite! The Infinite Hourglass may affect everybody, but you'll benefit more if you've got lots of creatures. Load up with cheap creatures like the Rime Dryad and make 'em all bigger with the Hourglass. Just beware of spells that can wipe out your creatures, or you'll find yourself paying to keep the Hourglass at bay.

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	●●	DSH	R1	FE	Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	●●●	ARz	R	A,B,U,R,4TH	Koldon Workord Power and toughness equal number of non-wall creatures in play on your side, including Workord. 2/1.	SC	U	●●●	KBr	RR2	A,B,U,R,4TH
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	●●●	MPo	R1	AQ,R	Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	●●●	DTu	RR1	DK	Kind Ape Kind Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	●●●	KMe	R	AN,R
Dwarven Warriors T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	●●●●	DSH	R2	A,B,U,R,4TH	Goblin Chirurgeon Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe. 0/2.	SC	C	●●●	MJi	R	FE	Kobold Drill Sergeant Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	●●	JBo	R1	LG
Earth Elemental 4/5.	SC	U	●●●	Dfr	RR3	A,B,U,R,4TH	Goblin Digging Team T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	●●	ISp	R	DK	Kobold Overlord First strike. Give all your Kobolds first strike. 1/2.	SC	R	●●●	JBo	R1	LG
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	●●●	QHo	R	A,B,U,R	Goblin Flopila Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flopila get first strike until end of turn. 2/2.	SC	R	●●●	TWb	R2	FE	Kobold Taskmaster Give all your Kobolds +1/+0.	SC	U	●●	RAF	R1	LG
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	●●●	Dfr	RX	A,B,U,R,4TH	Goblin Grenade Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, Cfu, DGe. 2/2.	SOR	C	●●●	MJi	R	FE	Kobolds of Kher Keep 0/1.	SC	C	●	JBo	O	LG
Eternal Flame damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	●	MPo	RR1	DK	Goblin Hero 2/2.	SC	C	●●	MJe	R2	DK	Land's Edge Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	●●	BSn	RR1	LG
Eternal Warrior Target creature does not tap to attack.	EC	U	●●●●	AMa	R	LG,4TH	Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	●●●	JMy	RR1	A,B,U,R,4TH	Lightning Bolt Do 3 damage to one target.	INS	C	●●●●	CRu	R	A,B,U,R,4TH
Falling Star From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	●●●	DSH	R2	LG	Goblin Kites R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	●●	AMa	R1	FE	Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	SC	R	●●●	SVC	RR1	AN,R,4TH
False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	●●●●	AMa	R	A,B,U	Goblin Rock Sled Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	●●	DDa	R1	DK,4TH	Mana Clash Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	●●	MJe	R	DK,4TH
Feint Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	●●	BSn	R	LG	Goblin Shrine If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if a leaves play.	EL	C	●●●	ISp	RR1	DK	Mana Flare Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	●●●●	CRu	R2	A,B,U,R,4TH
							Goblin War Drums Each attacking creature you control may not be blocked with fewer	EN	C	●●●●	MJi	R2	FE	Manacorbis Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	●●	CRu	R3	A,B,U,R,4TH



FYNDHORN ELDER



FOLK OF THE PINES

Fyndhorn Elder & Folk of the Pines: Add +1/+1 to your mana pool. Play this ability as an interrupt. "Do we know what we're doing? No, we don't. I've realized." —Tama, of the Pines Council

Fire Drake Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	●●	CRu	RR1	DK	Goblin Warriors R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	●●●●	Dfr	R2	FE	Orchish Veteran Cannot be assigned to block white creatures of power greater than 1. R: Give Orchish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo. DSh 2/2.	SC	C	●●●	MJi	R2	FE
Fire Elemental 5/4.	SC	U	●●●	MBe	RR3	A,B,U,R,4TH	Goblin Wizard T: Put a Goblin from your hand directly into play. Sacrifice target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	●●●	DGe	RR2	DK	Orchish T: Deal 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1 1/3.	SC	U	●●●	AMa	RR1	A,B,U,R,4TH
Fireball Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	●●●●	MJe	RX	A,B,U,R,4TH	Goblins of the Flare Mountainwalk. Bury Goblins of the Flare if its controller controls any Dwarves. 1/1.	SC	C	●●●	TWb	R	DK	Orchish Captain Choose target. On, then flip a coin. If opponent wins flip, target gets +2/+2 until end of turn. Otherwise, the Orc gets -0/2 until end of turn.	SC	U	●●	MJe	R	FE
Firebreathing R: +1/+0.	EC	C	●●●	Dfr	R	A,B,U,R,4TH	Grapple Gargoyle Flying. R: +0/+1. 2/2.	SC	R	●●●	CRu	R2	A,B,U,R	Orchish Mechano Deal 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	●●●	PVe	R2	AO
Firestorm Phoenix Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	●●●●	JMe	RR4	LG	Gravity Sphere All creatures lose flying ability. 2/2.	EW	R	●●●●	BSn	R2	LG	Orchish Oniflame Attacking creatures gain -1/-0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	●●●	Dfr	R1	A,B,U,R,4TH
Fissure Bury target land or creature.	INS	C	●●●●	DSH	RR3	DK,4TH	Gray Ogre 3/2.	SC	C	●●	Dfr	R2	A,B,U,R,4TH	Orchish Spy T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC. PVe 1/1.	SC	C	●●●●	MJi	R	FE
Flashfires Destroy all plains in play.	SOR	U	●●●●	DWt	R3	A,B,U,R,4TH	Hill Giant 3/3.	SC	C	●●	Dfr	R3	A,B,U,R,4TH	Orchish Veteran Cannot be assigned to block white creatures of power greater than 1. R: Give Orchish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo. DSh 2/2.	SC	C	●●●	MJi	R2	FE
Fork Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	●●●●	AWe	RR	A,B,U,R	Harpoon Minotaur 2/3.	SC	C	●●	AMa	RR1	A,B,U,R,4TH	Orchish Trample. Orgh can not attack if opponent controls an untapped creature with power greater than 2. Orgh cannot block creature of power greater than 2. 6/6.	SC	R	●●●	DGe	RR3	FE
Frost Giant Rampage: 2. 4/4.	SC	U	●●●	DGe	RR3	LG	Herr Jachal 1: Project a beam of energy at the target.	SC	C	●●●	DTu	R	AN,4TH	Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	●●●●	DSH	RR	A,B,U,R,4TH
Giant Strength Make target creature +2/+2.	EC	C	●●●●	JHo	RR	LG,4TH	Hyperion Blacksmith 2/2.	SC	C	●●●	Dfr	RR	LG	Primordial Ooze Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	●●	SEv	R	LG
Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	●●	SVC	R	LG	Inimolation Make target creature -1/-1.	EL	C	●●●●	SA	R	LG,4TH	Pyrotechnics Deal 1 damage divided any way among any number of targets.	SOR	C	●●●●	AMa	R4	LG,4TH
Goblin Artisans If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for	SC	U	●●	JBo	R	AQ	Inferno Do 6 damage to target. 1/1.	INS	R	●●●	EDu	RR5	DK,4TH	Quorum Trench Games 1: Flip a coin. If heads, instead of W until end of game. 1/1.	SC	R	●●●	Dfr	R3	LG
							Ironclaw Orcs May only block a creature of power greater than 1.	SC	C	●●	AMa	R1	A,B,U,4TH	Raging Bull 1: Charge. If charged, instead of W until end of game. 1/1.	SC	C	●●	RAF	R2	LG

●/ Restricted/Banned ART Artist E: Enhanced F: Flying G: Giant H: Human I: Intimidating J: Juggernaut K: Knight L: Lizard M: Mountain N: Naga O: Ogre P: Pirate Q: Quorum R: Rare S: Sorcery T: Trample U: Uncommon V: Vampire W: Wizard X: Xeno Y: Yell Z: Zombie



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						
Red Elemental Blast	INT	C	****	RTh	R	A,B,U,R,4TH
Counter a blue spell being cast or destroy a blue card in play.						
Mispint: Alpha version listed type as Instant.						
Roc of Kher Ridges	SC	R	****	ARu	R3	A,B,U,R
Flying. 3/3						
Rock Hydra	SC	R	***	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head.						
During upkeep, new heads may be grown for RRR upkeep. 0/0.						
Rukh Egg	SC	C	****	CRu	R3	AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3						
Sedge Troll	SC	R	***	Dfr	R2	A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Shatter	INS	C	****	AWo	R1	A,B,U,R,4TH
Destroy target artifact.						
Shatterstorm	SOR	R	***	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	****	MBe	RR4	A,B,U,R,4TH
Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	U	***	JMy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	***	JMy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	****	AMa	R2	LG
F: Destroy target blue creature. 1/2						
Stone Giant	SC	U	***	DWi	RR2	A,B,U,R,4TH
T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.						
Stone Rain	SOR	C	***	DGe	R2	A,B,U,R,4TH
Destroy any one land.						
Storm World	EW	R	**	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep.						
Tempest Efreit	SC	R	*	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreit in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreit in caster's graveyard. 3/3						
Tunnel	SOR	U	**	Dfr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foris	SC	R	****	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	***	DSh	R2	A,B,U,R,4TH
R: Regenerates 2/2						
Wall of Dust	SC	U	**	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4						
Wall of Earth	SC	C	****	RTh	R1	A,B,U,R,4TH
0/6						
Wall of Fire	SC	U	***	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	***	RTh	R2	A,B,U,R,4TH
2/6.						
Wall of Opposition	SC	R	***	HMc	RR3	LG
1. +1/+0 until end of turn. 0/6						
Wall of Stone	SC	U	***	Dfr	RR1	A,B,U,R,4TH
0/8						
Wheel of Fortune	SOR	R	****	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	***	AMa	RR1	BOOK
Does not tap to attack. 2/2						
Winds of Change	SOR	U	***	JHa	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Ydwen Efreit	SC	R	*	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreit blocks. 3/6						

WHITE

Abu Ja'far	SC	R	****	KMe	W	AN
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1						
Akron Legionnaire	SC	R	*	MPo	WW6	LG
Of your non-artifact creatures, only Akron Legionnaire may attack.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
8/4.						
Alabaster Pation	INS	C	****	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	**	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	***	JBo	WW2	LG
Give all your creatures +1/+1 if you control only white or artifact creatures.						



MERIEKE RI BERIT



NORRITT

Merieke Ri Berit & Norritt

Well, here's something the Norritt can do that his discontinued friend Nattling Imp can't. Top Merieke to steal a creature. Unfortunately, she doesn't untap during your untap phase—but the Norritt can untap her! Once she does, the poor stolen creature is buried and Merieke is ready for action again.

Angry Mob	SC	U	****	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, "total number of swamps all opponents control. Otherwise, "=0. 2+*/2+*						
Animate Wall	EC	R	**	Dfr	W	A,B,U,R,4TH
Target wall may now attack.						
Argivian Archaeologist	SC	R	****	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1						
Argivian Blacksmith	SC	C	**	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2						
Armageddon	SOR	R	****	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Army of Allah	INS	C	****	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	**	DSh	W	AQ
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Balance	SOR	R	****	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Benalish Hero	SC	C	***	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Ward	EC	U	****	Dfr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	***	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessing	EC	R	****	JBo	WW	A,B,U,R,4TH
W +1/+1						
Blood of the Martyr	INS	U	*	CRu	WWW	DK
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Ward	EC	U	***	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	**	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Camel	SC	C	*	Scv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1						
Castle	EN	U	***	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	****	PVe	W1	A,B,U,R,4TH
2. Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	***	JMy	W1	A,B,U,R,4TH
1. Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	***	DWi	W1	A,B,U,R,4TH
1. Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	***	Scv	W1	A,B,U,R,4TH
1. Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	****	MTe	W1	A,B,U,R,4TH
1. Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	***	DSh	W1	A,B,U,R,4TH
1. Prevent all damage to you from one white source.						

ANA, SVC. 0/2.						
Consecrate Land	EL	U	****	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	****	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Play WW during upkeep or discard Conversion.						
Crusade	EN	R	****	MPo	WWA,B,U,R,4TH	
All white creatures gain +1/+1						
D'Avenant Archer	SC	C	***	DSh	W2	LG
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	*	JHa	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
Death Ward	INS	C	****	MPo	W	A,B,U,R,4TH
Regenerates target creature.						
Divine Intervention	EN	R	***	AWe	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	****	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	R	****	NTh	WW2	LG,4TH
Give target creature +3/+3.						
Dust to Dust	SOR	C	***	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	***	QHo	WWW4	LG,4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Enchanted Being	SC	C	*	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 2/2.						
Equinox	EL	C	**	SVC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Exorcist	SC	R	***	DTu	WW	DK
W1, T. Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	****	MPo	WW	AN,R,4TH
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	*	MPo	WWW	A,B,U,R
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	***	AWa	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	***	Mu	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBo, MBe, RKF. 2/2						
Farrelite Priest	SC	U	***	Pfo	W2	FE
1. Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3						
Fasting	EN	U	**	DSh	W	DK
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	**	MPo	W	DK



players guide

Name Kind Rarity Rating Artist Cost Sets Found
Description



POLAR KRAKEN

War Elephant	SC	C	----	KBi	W3	AN
Bonds, trample. 2/2.						
White Knight	SC	U	----	DGa	WW	AB,UR,4TH
Protection from black, first strike. 2/2						
White Ward	EC	U	----	Dfr	W	AB,UR,4TH
Target creature gains protection from white.						
Witch Hunter	SC	R	----	JMy	WW2	DK
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	----	OHo	WW2	AB,UR,4TH
Bury all creatures in play						

LANDS

Adventurer's Guildhouse	LAN	U	•	TWd		LG
All your green legends may band with other legends.						
Arena	LAN	R	----	RAI		BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Badlands	LAN	R	----	RAI		AB,UR
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	----	JMy		AB,UR
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	••	JMa		AN
T: Draw 2 cards from your library, immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Cathedral of Serra	LAN	U	•	MPo		LG
All your white legends may band with other legends.						
City of Brass	LAN	R	----	MTe		AN
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	••	TWd		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows on an island.						
Desert	LAN	C	•••	JMy		AN
T: Add 1 T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	•••••	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
Dwarven Hold	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	•	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	•	MPo		FE

Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	•••	RAI		AN
T: Add 1 T: Regenerate an Elephant or Mammoth.						
Forest	LAN	C	—	CRu		AB,UR,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.						
Hammerheim	LAN	U	••••	BWa		LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	•	MPo		FE



ICE FLOE

Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Hollow Trees	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Isolation Store	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Island	LAN	R	—	MPo		AB,UR,4TH
T: Add U to your mana pool.						
Island of Wak-Wak	LAN	R	•••••	DSH		AN
T: Reduce the power of one flying creature to 0 until end of turn.						
Karakas	LAN	U	••••	NLe		LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.						
Library of Alexandria	LAN	R	•••••	MPo		AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
Maze of Ith	LAN	U	•••••	AMa		DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Mishra's Factory	LAN	U	••••	KFo,PMa		AQ,4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1 Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.						
Mishra's Workshop	LAN	R	•••	KFo		AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.						
Mountain	LAN	C	—	DSH		AB,UR,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.						
Mountain Stronghold	LAN	U	•	TWd		LG
All your red legends may band with other legends.						
Oasis	LAN	R	•••	BSn		AN,4TH
T: Negate 1 damage to any creature.						
Pendelhaven	LAN	U	••••	BWa		LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
Plains	LAN	C	—	JMy		AB,UR,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.						
Plateau	LAN	R	••••	OTu		AB,UR
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.						
Rainbow Vale	LAN	R	•••	KFo		FE
T: Add 1 mana of any color to your pool. Rainbow Vale passes to opponent at end of turn.						
Ruins of Trokair	LAN	U	•	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Safe Haven	LAN	R	••••	CRu		DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they						

Polar Kraken & Ice

Floe: 11/11? That's right... they just keep getting bigger. It's great to have one of these puppies on your side, but it's also good to be prepared if they're played against you. Ice Floe is a great neutralizer for those nasties. Just stuff 'em under the Floe and watch 'em gasp for air.

Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Sand Silos to add BB to your mana pool.						
Sand Silos	LAN	R	•••	PMa		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Savannah	LAN	R	••••	RAI		AB,UR
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
Scrubland	LAN	R	••••	JMy		AB,UR
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
Seafarer's Quay	LAN	U	•	TWd		LG
All your blue legends may band with other legends.						
Sorrow's Path	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
Strip Mine	LAN	U	•••••	DGa		AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Sylvanite Temple	LAN	U	•	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.						
Swamp	LAN	C	—	Dfr		AB,UR,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
Taiga	LAN	R	••••	RAI		AB,UR
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
Tobemede of Pendrell Vale	LAN	R	•••	NLe		LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
Tolaria	LAN	U	•••	NLe		LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
Tropical Island	LAN	R	••••	JMy		AB,UR
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						
Tundra	LAN	R	••••	JMy		AB,UR
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.						
Underground Sea	LAN	R	••••	RAI		AB,UR
T: Add either B or U to your mana pool. Treat as both a Swamp and a Plains.						
Unholy Citadel	LAN	U	•	MPo		LG
All your black legends may band with other legends.						
Urborg	LAN	U	•••	BWa		LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
Urza's Mine	LAN	C	••	AMa		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Power Plant	LAN	C	••	MTe		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Tower	LAN	C	••	MPo		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.						
Vokanic Island	LAN	R	••••	BSn		AB,UR
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.						

ICE AGE

ARTIFACTS

Adarkar Sentinel	AC	U	•••	MBe	5	IA
1: +0/+1 until end of turn. 3/3						
Aegis of the Meek	ART	R	•••	LWi	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Amulet of Quaoz	ART	R	••	Dfr	6	IA
1, T: Sacrifice Amulet of Quaoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
Arum's Sleigh	ART	U	•••	TWd	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arum's Weatherstone	ART	U	••	TWd	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.						
Arum's Whistle	ART	U	•••	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
Barbed Sextant	ART	C	•••	AWa	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your						



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Leshroc's Rite	EC	U	•••	RtH	B	IA
Give target creature swampwalk.						
Leshroc's Sigil	EN	U	••••	DTu	BB	IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice.						
BB: Return Leshroc's Sigil to owner's hand.						
Lim-Dul's Cohort	SC	C	••	DSh	BB1	IA
Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3						
Lim-Dul's Hex	EN	U	•••	LDa	B1	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
Mind Ravel	SOR	C	•	MTe	B2	IA
Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.						
Mind Warp	SOR	U	•••	LDa	B3X	IA
Look at a player's hand and discard X cards of your choice from that hand.						
Mind Whip	EC	R	•••	DTu	BB2	IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.						
Minion of Leshroc	SC	R	••••	LWt	BBB4	IA
Protection from black. During your upkeep, sacrifice a creature or Minion of Leshroc does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.						
Minion of Tervash Szat	SC	R	•••••	JBa	BBB4	IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.						
Mole Worms	SC	U	••••	DGe	B2	IA
T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's upkeep phase. You may choose not to untap Mole Worms. 1/1						
Moor Fiend	SC	C	•••	AMa	B3	IA
Swampwalk. 3/3.						
Necropotence	EN	R	•	MTe	BBB	IA
Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.						
Norrit	SC	C	••••	MRa	B3	IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.						
Oath of Lim-Dul	EN	R	•••	DSh	B3	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.						
Pestilence Rats	SC	C	••	JMa	B2	IA
* equals the number of other Rats in play */3						
Pax	SOR	R	••••	CBr	BBB	IA
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand, then they must sacrifice 1/3 of their creatures, finally they must sacrifice 1/3 of their lands. Round each loss up.						
Seizures	EC	C	•••	JBa	B1	IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.						
Songs of the Damned	INT	C	••	PVe	B	IA
Add B to your mana pool for every creature in your graveyard.						
Soul Burn	SOR	C	•••	RAJ	B2	IA
Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.						
Soul Kiss	EC	C	••••	NLa	B2	IA
B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.						
Spoils of Evil	INT	R	•••	QHa	B2	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Spoils of War	SOR	R	•••••	PVe	BX	IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Evil	SOR	U	••••	MTe	BB2	IA
Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.						
Stromgald Cabal	SC	R	•••••	AMa	BB1	IA
T: Sacrifice 1 life to counter a white spell. 2/2						
Touch of Death	SOR	C	••	MBe	B2	IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Withering Wisps EN U •••• Nth BB1 IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end of turn.

BLUE

Amplify's Ascent EN C ••• DTu UU1 IA
CU: U: 1: Target creature gains flying until end of turn.



KJELDORAN SKYKNIGHT

Baldavian Conjurer	SC	U	•••	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2						
Baldavian Shaman	SC	C	••	QHa	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1						
Binding Grasp	EC	U	••••	Rtp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1						
Brainstorm	INS	C	••••	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	•••	Pfo	UU2	IA
CU: U: Green creatures require an additional CU: 1						
Claivoyance	INS	C	•••	KMa	U	IA
Look at target player's hand. Draw a card at the beginning of the next turn.						
Counterspell	INT	C	•••••	LWt	UU A,B,U,R,4th,IA	IA
Counter target spell.						
Deflection	INT	R	••••	MRa	U3	IA
Target spell with only one target now targets a legal target of your choice.						
Dreams of the Dead	EN	U	•••	KHu	U3	IA
U1 Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Enervate	INS	C	•	LWt	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Errant Minion	EC	C	•	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flore	EC	C	•••	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Force Void	INT	U	•	MTe	U2	IA
Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.						
Glacial Wall	SC	U	•••	DWt	U2	IA
0/7						
Hydroblast	INT	C	•••	KFo	U	IA
Counter a red spell being cast or destroy a red permanent.						
Ice Berg	EN	U	•••	JMa	UU3	IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.						
Icy Prison	EN	R	•••	AMa	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
Illusionary Forces	SC	C	•••	JHa	U3	IA
Flying. CU: U 4/4						
Illusionary Presence	SC	R	•••	KFo	UU1	IA
CU: U: During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2						
Illusionary Terrain	EN	U	•••	RAJ	UU	IA

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC C ••• MPo U4 IA
Flying, first strike. CU: U 7/4.
Illusions of Grandeur EN R ••• QHa U3 IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.
Infuse INS C • RGa U2 IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

Kjeldoran Skyknight & Kjeldoran Elite Guards

Banding, flying, first strike... enough abilities for you, buddy? Throw in another +2/+2 with the Kjeldoran Elite Guard and you've got a pretty potent force. The Skyknight should provide enough incentive to polish up on those banding rules.



KJELDORAN ELITE GUARD

Krovikan Sorcerer	SC	C	•••	PMa	U2	IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other 1/1.						
Mogus of the Unseen	SC	R	•••••	KFo	U1	IA
U1: T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.						
Mesmeric Trance	EN	R	•••	Dfr	UU1	IA
CU: 1. U: Discard a card from your hand to draw a card.						
Mistfolk	SC	C	•••	QHo	UU	IA
U: Counter any spell that targets Mistfolk. 1/2.						
Musician	SC	R	•••	DTu	U2	IA
CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.						
Mystic Might	EL	R	•	NLa	U	IA
CU: U1 O: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.						
Mystic Remora	EN	C	••	KMa	U	IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.						
Phantasmal Mount	SC	U	••••	MBe	U1	IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.						
Polar Kraken	SC	R	•••	MTe	UUUB	IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.						
Portent	SOR	C	••	LDa	U	IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.						
Power Sink	INT	C	••••	MPo	UX A,B,U,R,4th,IA	IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is paid.						
Ray of Command	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	••	MRa	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	•••••	JEr	UUU	IA
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
Sea Spirit	SC	U	•••	RAJ	U4	IA
U: +1/+0 until end of turn. 2/3						
Shift	SC	R	•••	RtH	U4	IA
During your upkeep, you may change the color of Shift to any color or combination of colors. 4/2.						
Sibilant Spirit	SC	R	••••	KSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6						
Silver Erna	SC	U	•••	MBe	U3	IA
Flying, hamp. 2/2						

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	U	◆◆◆◆	NLs	U	A,B,U,R,4th,IA	0: Top target land to give target blocking creature +1/+2 until end of turn.							Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	◆◆◆	REm	G1	IA
Snow Devil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	◆◆◆	KMe	U1	IA	Elder Druid G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	◆◆◆◆	RKF	G3	IA	Pale Bears Islandwalk. 2/2.	SC	R	◆◆◆	AWo	G2	IA
Snowfall CU: U Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	◆◆	Pfo	U2	IA	Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	◆◆◆◆	REm	GG1	IA	Pygmy Alligators Swampwalk. 2/2.	SC	R	◆◆◆	AMo	G2	IA
Soldavi Machinist T. Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	◆◆	JMe	U1	IA	Funatic Fever Give a creature +3/+0 and trample until end of turn.	INS	U	◆◆◆◆	JBo	GG2	IA	Pyknaite Draw a card at the beginning of the next turn. 1/1.	SC	C	◆	EBe	G2	IA
Soul Barrier Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	◆	HMc	U2	IA	Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists: Kth & Cba	SC	C	◆◆◆	Muh	G4	IA	Regeneration G Target creature regenerates.	EC	C	◆◆◆	JHa	G1	A,B,U,R,4th,IA
Thunder Wall Flying. U +1/+1 until end of turn. 0/2.	SC	U	◆◆◆	Rth	U1	IA	Forbidden Lore 0: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	◆◆◆	CRu	G2	IA	Rime Dryad Snow-covered forestwalk. 1/2.	SC	C	◆◆◆	HHu	G	IA
Updraft Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	◆◆◆	LWi	U1	IA	Forgotten Lore Have an opponent choose a card from your graveyard. You may pay 6 to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	◆◆◆◆	HMc	G	IA	Ritual of Subdued CU: 2 All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	◆◆◆	JHa	GG4	IA
Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures 3/2.	SC	U	◆◆◆	KFo	U4	IA	Foxfire Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	◆◆◆	MOX	G2	IA	Scaled Worm 7/6.	SC	C	◆◆◆	DGe	G7	IA
Winter's Chill Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	◆◆◆	EBe	UX	IA	Freyalise's Supplican T Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh	SC	U	◆◆◆	Muh	G1	IA	Shambling Strider GR. +1/-1 until end of turn. 5/5.	SC	C	◆◆◆	DSH	GG4	IA
Word of Undying Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	◆◆◆◆	CRu	U	IA	Freyalise's Charm GG Draw a card when any opponent successfully casts a black spell GG Return Freyalise's Charm to your hand.	EN	U	◆◆◆	MOX	GG	IA	Snowblind Target creature gets -1/-1. " equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, " equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.	EC	R	◆	DSH	G3	IA
Wrath of Marit Lage Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	◆◆◆◆	MRA	UU3	IA	Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	◆◆◆◆	MTe	GG2	IA	Stampede All attacking creatures get trample and +1/+0 until end of turn.	INS	R	◆◆◆◆	JMe	GG1	IA
Zur's Weirding All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	◆◆◆◆	LDa	U3	IA	Fyndhorn Browais G2, T Untap a creature. 1/1.	SC	C	◆◆◆	Rth	G2	IA	Stunted Growth Target player must choose three cards from his or her hand and put them on top of his library in any order.	SOR	R	◆◆◆◆	Nth	GG3	IA
Zuran Enchanter B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	◆◆◆	DSH	U1	IA	Fyndhorn Elder T. Add GG to your mana pool. 1/1.	SC	U	◆◆◆	CRu	G2	IA	Tarpon You gain 1 life if Tarpon goes to the graveyard from play. 1/1.	SC	C	◆◆◆	MOX	G	IA
Zuran Spellcaster T Do 1 damage to any target. 1/1.	SC	C	◆◆◆◆	EBe	U2	IA	Fyndhorn Elves T Add G to your mana pool. 1/1.	SC	C	◆◆◆◆	JHa	G	IA	Thermokast Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	◆◆◆	KMe	GG1	IA
							Fyndhorn Palles CU: 1 All creatures get -1/-0 G1 All creatures get -1/-1 until end of turn.	EN	R	◆◆◆	Pfo	G2	IA	Thoughtleech Gain 1 life whenever target opponent taps an island.	EN	U	◆◆◆◆	MTe	GG	IA
							Giant Growth Target creature gains +3/+3 until end of turn.	INS	C	◆◆◆◆	LWi	G	A,B,U,R,4th,IA	Tinder Wall Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.	SC	C	◆◆◆◆	REm	G	IA
							Gorilla Pack Cannot attack unless opponent has forests in play. Entry Cost: 3/3.	SC	C	◆◆	AW	G2	IA	Touch of Vitae Target creature may untap one additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.	INS	U	◆◆◆	LWi	G2	IA
							Hot Springs 0: Top land Hot Springs enchants to prevent 1 damage to any target.	EL	R	◆◆◆	MLe	G1	IA	Trailblazer Target creature may not be blocked this turn.	INS	R	◆◆◆◆	JBo	GG2	IA
							Hurricane Do X damage to all flying creatures and player.	SOR	U	◆◆◆◆	Cbr	GX	A,B,U,R,4th,IA	Venomous Breath All creatures blocking or being blocked by target creature are destroyed after combat.	INS	U	◆◆◆	LWi	G3	IA
							Johruul Worm Johruul Worm gets -2/-1 for each creature aspected to block it beyond the first 6/6.	SC	U	◆◆◆	DGe	G5	IA	Wall of Pine Needles G Regenerate 3/3.	SC	U	◆◆◆	BSn	G3	IA
							Juniper Order Druid T Untap a land of your choice at the beginning of the next turn.	SC	R	◆◆◆◆	Pfo	GG2	IA	Whiteout All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.	INS	U	◆◆◆◆	Nth	G1	IA
							Urborgyt	SC	R	◆◆◆◆	Pfo	GG2	IA	Witigo Put a -1/-1 counter on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked and remove your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.	SC	R	◆◆◆	MBe	GGG3	IA

GREEN

Aurochs SC C ◆◆◆ KMe G3 IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.

Baldurian Bears SC C ◆◆◆ QHo G1 IA
2/2.

Blizzard EN R ◆◆ AHa GG IA
CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.

Brown Ouphe SC C ◆◆◆ DGe G IA



Deflection & Disenchant:

Deflection is a keyword that appears on some spells. It means that the spell can only be cast if you control a land of the specified color. For example, the spell Deflection: Blue can only be cast if you control a blue land.

Disenchant is a keyword that appears on some spells. It means that the spell can only be cast if you control a permanent of the specified type. For example, the spell Disenchant: Artifact can only be cast if you control an artifact.

DEFLECTION

G1, T Counter an artifact ability that requires an activation cost 1/1

Chub Toad SC C ◆◆◆ DGe G2 IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1

Dire Wolves SC C ◆◆◆ RSp G2 IA
Gains banding if you control any plains. 2/2

Earthlore EL C ◆◆◆ DTu G IA

DISENCHANT

equals the total number of creatures in all graves

Maddening Wind EN U ◆◆◆ Pfo GG A,B,U,R,4th,IA
Look at the top five cards of your library and put one in your hand.

Earthlink EN R ◆◆ RKF BGR3 IA
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into play, that creature's controller must sacrifice

COLORED

Ahar of Bone SOR R ◆◆◆ MBe GW IA
Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.

Centaur Archer SC U ◆◆◆ MBe GR1 IA
1 Deal 1 damage to target flying creature. 3/2

Chromatic Armor EC R ◆◆◆ MPo UW1 IA
Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X Put a sleight counter on Chromatic Armor and choose a color that it protects against. X equals the number of counters on Chromatic Armor.

Diabolic Vision SOR U ◆◆◆ AWA BU IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Earthlink EN R ◆◆ RKF BGR3 IA
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into play, that creature's controller must sacrifice



players guide

Name Kind Rarity Rating Artist Cost Sets Found

o land.						
Elemental Argury	EN	R	----	AWa	BUR	IA
3: Look at the top three cards of any player's library and put them back in any order.						
Essence Vortex	INS	U	----	MOK	BU1	IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice	SOR	R	----	MBa	GRW	IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant	INS	U	----	Dfr	BR1	IA
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands	EN	R	----	KFa	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Fumarelle	SOR	U	----	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Ghastly Flame	EN	R	----	RGa	BR	IA
Black and red permanents and spells are considered colorless sources of damage.						
Giant Trap Door Spider	SC	U	----	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3						
Glaciers	EN	R	----	MTa	UW2	IA
All mountains become plains.						
Hymn of Rebirth	SOR	U	----	RKF	GW3	IA
Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.						
Kjeldoran Frostbeast	SC	U	----	MPa	GW3	IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						
Merelke Ri Berit	SC	R	----	HHu	BUW	IA
Merelke does not untap during its controller's untap phase. T: Gain control of target creature. If Merelke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.						
Monsoon	EN	R	----	Nh	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes topped.						
Mountain Titan	SC	R	----	MBa	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2						
Reclamation	EN	R	----	DW1	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
Skeleton Ship	SC	R	----	Muh	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWa & TWa						
Spectral Shield	EC	U	----	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Storm Spirit	SC	R	----	PVe	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Stormbind	EN	R	----	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nhh & PMa						
Wings of Aesthir	EC	U	----	EBe	UW	IA
Give target creature flying, first strike, and +1/+0						

RED

Aggression	EC	U	----	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Anarchy	SOR	U	----	Pfo	RR2	IA
Destroy all white permanents.						
Avalanche	SOR	U	----	BSn	RR2X	IA
Destroy X snow-covered lands.						
Baldurian Barbarians	SC	C	----	MPa	RR1	IA
3/2						
Baldurian Hydra	SC	R	----	MBa	RRX	IA
Put X +1/+0 counters on Baldurian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Baldurian Hydra. RRR: Put a +1/+0 counter on Baldurian Hydra during your upkeep. 0/1						
Barbarian Guides	SC	C	----	Rth	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2						
Battle Frenzy	INS	C	----	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain -1/+0 until end of turn.						

Name Kind Rarity Rating Artist Cost Sets Found

Bone Shaman	SC	C	----	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
Brand of Ill Omen	EC	R	----	RAI	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
Chaos Lord	SC	R	----	BSn	RRR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.						
Chaos Moon	EN	R	----	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Conquer	EL	U	----	RGa	RR3	IA
Take control of target land.						
Curse of Marit Lage	EN	R	----	AWa	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Dwarven Armory	EN	R	----	Rth	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Errantry	EC	C	----	LW1	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Flame Spirit	SC	U	----	Jha	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	----	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Game of Chaos	SOR	R	----	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						
Glacial Crevasses	EN	R	----	MRa	R2	IA
O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
Goblin Mutant	SC	U	----	DGa	RR2	IA
Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.						
Goblin Sappers	SC	C	----	JMa	R1	IA
RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.						
Goblin Ski Patrol	SC	C	----	MPa	R1	IA
R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1						
Goblin Snowman	SC	U	----	DGa	R3	IA
Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1						
Grizzled Wolverine	SC	C	----	CBi	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.						
Imposing Visage	EC	C	----	Pfo	R	IA
Target creature cannot be blocked by less than 2 creatures						
Incinerate	INS	C	----	MPa	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhaups	SOR	R	----	Rth	RR4	IA
Bury all artifacts, creatures, and lands.						
Karplusan Giant	SC	U	----	DGa	R6	IA
O: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3						
Karplusan Yeti	SC	R	----	QHo	RR3	IA
T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3						
Lava Burst	SOR	C	----	TWa	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Marton Stronggold	SC	R	----	MPa	RR2	IA
If Marton Stronggold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1						
Melee	INS	U	----	DW1	R4	IA
Cost on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	----	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of the same type.						
Meteor Shower	SOR	C	----	REm	RXX	IA
Meteor Shower does X-1 damage divided any way you choose to any number of targets.						
Mountain Goat	SC	C	----	CBi	R	IA
Mountainwalk. 1/1						

Name Kind Rarity Rating Artist Cost Sets Found

Muddslide	EN	R	----	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.						
Orchish Cannoneers	SC	U	----	Dfr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orchish Conscripts	SC	C	----	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orchish Farmer	SC	C	----	Dfr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						
Orchish Healer	SC	U	----	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
Orchish Librarian	SC	R	----	Pfo	R1	IA
R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.						
Orchish Lumberjack	SC	C	----	Dfr	R	IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.						
Orchish Squatters	SC	R	----	RKF	R4	IA
If Orchish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orchish Squatters deal no damage this turn. 2/3.						
Panic	INS	C	----	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Pyroblast	INT	C	----	KFa	R	IA
Counter target blue spell or destroy target blue permanent.						
Pyroclasm	SOR	U	----	PMa	R1	IA
Do 2 damage to each creature.						
Sabretooth Tiger	SC	C	----	MBa	R2	IA
First strike. 2/1.						
Shatter	INS	C	----	BWa	R1	A,B,U,R,4th,IA
Destroy target artifact.						
Stone Rain	SOR	C	----	KFa	R2	A,B,U,R,4th,IA
Destroy any one land.						
Stone Spirit	SC	U	----	JMa	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3						
Stonehands	EC	C	----	Dfr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Tor Giant	SC	C	----	DSh	R3	IA



Brainstorm: Can you say... Ancient Recall? Not as powerful, every bit as cool, Brainstorm is a potent card that's not as much a spoiler as its out-of-print cousin. Remember, you can put any two cards from your hand back on top of your library, not just two of the three you drew.

Total War	EN	R	----	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non-wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Vertigo	INS	U	----	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Lava	SC	U	----	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Word of Blasting	INS	U	----	KMa	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						

WHITE

Adark Unicorn	SC	C	•••	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Arctic Foxes	SC	C	•••	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	••	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU. Counter an enchantment as it is being cast.						
Armor of Faith	EC	C	•••	AWo	W	IA
Target creature gains +1/+1. W: +0/+1.						
Battle Cry	INS	U	•••	DSH	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Black Scarab	EC	U	•••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Blessed Wine	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blinking Spirit	SC	R	•••••	LWi	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
Blue Scarab	EC	U	•••	AWo	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Call to Arms	EN	R	•••••	RGo	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Caribou Range	EL	R	•••••	RTo	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.						
Circle of Protection: Black	EN	C	•••	SEv	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	•••	PVa	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	•••	SEv	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	•••••	PVa	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	•••	SEv	W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one white source.						
Cold Snap	EN	U	••	RGo	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Cooperation	EC	C	•••	PFo	W2	IA
Target creature gains banding.						
Death Ward	INS	C	•••	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
Disenchant	INS	C	•••••	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
Drought	EN	U	•••••	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
Elvish Healer	SC	C	•••	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
Enduring Renewal	EN	R	•••••	HMc	WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						
Energy Storm	EN	R	•••••	SEv	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
Formation	INS	R	••	KMa	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
Fylgia	EC	C	•••••	EBv	W	IA
Put four healing counters on Fylgia when it comes into play. O Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.						
General Jarkeld	SC	R	•••	Rth	W3	IA
T: Exchange two blocking creatures without creating an illegal block 1/2.						
Green Scarab	EC	U	•••	NLe	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Hallowed Ground	EN	U	••	DSH	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
Heal	INS	C	•••	MTe	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
Hipparon	SC	U	•••	DWi	W1	IA
Hipparon cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						

Justice	EN	U	•••••	RTo	WW2	IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
Kelsinko Ranger	SC	C	•	MPo	W	IA
W1 One green creature gains first strike until end of turn. 1/1						
Kjeldoran Elite Guard	SC	U	•••	MBe	W3	IA
T Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.						
Kjeldoran Guard	SC	C	••	AWo	W1	IA
T Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
Kjeldoran Knight	SC	R	•••••	RSp	WW	IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1						
Kjeldoran Phoenix	SC	R	•••	RKF	W5	IA
First strike, banding. 2/5.						
Kjeldoran Royal Guard	SC	R	•••••	LWi	WW3	IA
T Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5						
Kjeldoran Skycaptain	SC	U	•••••	MPo	W4	IA
Flying, banding, first strike. 2/2.						
Kjeldoran Skyknight	SC	C	•••••	MPo	W2	IA
Flying, banding, first strike. 1/1						
Kjeldoran Warrior	SC	C	•••	MPo	W	IA
Banding. 1/1.						
Lightning Bolt	INS	R	•••	HMc	W1	IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.						
Lost Order of Jarkeld	SC	R	•••	ARu	WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*						
Mercenaries	SC	R	•	CBv	W3	IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3						
Order of the Sacred Torch	SC	R	•••••	RTo	WW1	IA
T Sacrifice 1 life to counter a black spell. 2/2						
Order of the White Shield	SC	U	•••••	RTo	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
Prismatic Ward	EC	C	•••	LWi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Rally	INS	C	••	HMc	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Red Scarab	EC	U	•••	SEv	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Sacred Boon	INS	U	•••••	MBe	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						
Seraph	SC	R	•••••	CBv	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4						
Shield Bearer	SC	C	••	Dfr	W1	IA
Banding. 0/3						
Snow Hound	SC	U	•••	PMo	W2	IA
1. T Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1						
Swords to Plowshares	INS	U	•••••	KFo	W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Warning	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Scarab	EC	U	•••	PFo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						

LANDS

Adark Wastes	LAN	R	•••	MBe		IA
T Add 1 to your mana pool. T Add U to your mana pool and take 1 damage. T Add W to your mana pool and take 1 damage.						
Brushland	LAN	R	•••	BWo		IA
T Add 1 to your mana pool. T Add G to your mana pool and take 1 damage. T Add W to your mana pool and take 1 damage.						
Forest	LAN	C	•••	PMo		A,B,U,R,4th,IA
T Add G to your mana pool.						
Glacial Chasm	LAN	U	••	LDe		IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.						
Halls of Mist	LAN	R	•••••	MPo		IA
CU: 1. No creature may attack if it attacked during its controller's last turn.						
Ice Floe	LAN	U	•••	JMe		IA
You may choose not to untap Ice Floe. T Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						

Island	LAN	C	•••	AMa		A,B,U,R,4th,IA
T Add U to your mana pool.						
Karpulus Forest	LAN	R	•••	NLe		IA
T Add 1 to your mana pool. T Add R to your mana pool and take 1 damage. T Add G to your mana pool and take 1 damage.						
Land Cap	LAN	R	•••••	LWi		IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T Add U to your mana pool and put a depletion counter on Land Cap. T Add W to your mana pool and put a depletion counter on Land Cap.						
Lava Tubes	LAN	R	•••••	BWo		IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T Add B to your mana pool and put a depletion counter on Lava Tubes. T Add R to your mana pool and put a depletion counter on Lava Tubes.						
Mountain	LAN	C	•••	TWb		A,B,U,R,4th,IA
T Add R to your mana pool.						
Plains	LAN	C	•••	CRu		A,B,U,R,4th,IA
T Add W to your mana pool.						



Jeweled Amulet: You wanted *Moxes*? Too bad. However, this new gem is stronger. Look at it as a Mox you can use even after turn. Sure, it's not nearly as potent as the *Moxes*, but then, I probably won't just pay a hundred bucks, either.

River Delta	LAN	R	•••••	SEv		IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T Add B to your mana pool and put a depletion counter on River Delta. T Add U to your mana pool and put a depletion counter on River Delta.						
Snow-Covered Forest	LAN	U	—	PMo		IA
T Add G to your mana pool.						
Snow-Covered Island	LAN	U	—	AMa		IA
T Add U to your mana pool.						
Snow-Covered Mountain	LAN	U	—	TWb		IA
T Add R to your mana pool.						
Snow-Covered Plains	LAN	U	—	CRu		IA
T Add W to your mana pool.						
Snow-Covered Swamp	LAN	U	—	DSH		IA
T Add B to your mana pool.						
Sulfurous Springs	LAN	R	•••	PFo		IA
T Add 1 to your mana pool. T Add B to your mana pool and take 1 damage. T Add R to your mana pool and take 1 damage.						
Swamp	LAN	C	—	DSH	A,B,U,R,4th,IA	
T Add B to your mana pool.						
Timberline Ridge	LAN	R	•••••	JMe		IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T Add G to your mana pool and put a depletion counter on Timberline Ridge. T Add R to your mana pool and put a depletion counter on Timberline Ridge.						
Underground River	LAN	R	•••	Nth		IA
T Add 1 to your mana pool. T Add B to your mana pool and take 1 damage. T Add U to your mana pool and take 1 damage.						
Veldt	LAN	R	•••••	BWo		IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T Add G to your mana pool and put a depletion counter on Veldt. T Add W to your mana pool and put a depletion counter on Veldt.						

TIQUEST

players guide

Name	Description	Type	Rarity	Alignment	VP	RR	Rating	Name	Description	Type	Rarity	Alignment	VP	RR	Rating
BLOOD WARS BASIC SET— 300 cards															
BATTLEFIELDS															
Abyss, The	Plane	C	CE	2	8	—	—	Faunel	In. Town	U	NN	6	4	—	—
You may play one tana'ri Warlord during your Opening Phase.								Floating City, The	In. Town	R	CN	6	4	—	—
Acheron	Plane	C	LN	2	8	—	—	Forbidden Citadel, The	R Town	C	CE	6	4	—	—
You may assemble Legions under one active Warlord during Resolution Phase.								Fortitude	In. Town	U	NN	6	4	—	—
Amun-Thys	Realm	U	CG	4	6	—	—	Fortress of the Arcanath	Site	U	LE	5	5	—	—
Home Realm of Nephthys.								Gaola	In. Town	U	NE	6	4	—	—
Arborea	Plane	C	CG	2	8	—	—	Gates of the Moon	Realm	U	CN	4	6	—	—
Send one of your cards to discard instead of the Dead-Book. (Flip)								Home Realm of Selune.							
Arctadia	Plane	C	LG	2	8	—	—	Gehenna	Plane	C	LE	2	8	—	—
During your Resolution Phase, you may discard up to two cards and replace them from the draw pile.								You may retrieve one lawful or evil Legion from discard instead of your normal draw.							
Asgard	Realm	U	CN	4	6	—	—	Gilded Hall, The	Site	R	CG	5	5	—	—
Home Realm of the Asir Avatars.								Glorium	In. Town	U	NN	6	4	—	—
Astral Plane	Plane	C	NN	2	8	—	—	Grandfather Oak	R Town	R	CG	6	4	—	—
Discard to make all your cards immune to opponents' Fate until his next Resolution Phase. Ø								Gray Waste, The	Plane	U	NE	2	8	—	—
Automata	In. Town	R	NN	6	4	—	—	You may retrieve one neutral or evil Legion from discard instead of your normal draw.							
Azzagral	Realm	C	CE	4	6	—	—	Harmonica, The	Site	R	CE	5	5	—	—
Home Realm of Giaz'zt.								High Grove of Alfheim	Site	R	CN	5	5	—	—
Baator	Plane	C	LE	2	8	—	—	Hopeless	In. Town	U	NN	6	4	—	—
You may play one baatezu Warlord during your Opening Phase.								Hruggekathok	Realm	C	CE	4	6	—	—
Barnstable	In. Town	R	CN	6	4	—	—	Home Realm of Hruggek.							
Beastlands	Plane	C	CG	2	8	—	—	Infinite Staircase, The	P.Path	C	NN	3	7	—	—
During your Opening Phase, you may draw one extra card.								Discard to counter the effects of a Warlord power. ✓							
Bedlam	In. Town	U	NN	6	4	—	—	Iron City of Dis	In. Town	U	LE	6	4	—	—
Bifrost the Rainbow Bridge	Site	R	CN	5	5	—	—	Jade Palace, The	Realm	C	LN	4	6	—	—
Bytopia	Plane	C	NG	2	8	—	—	Home Realm of Shang-ni.							
During your Opening Phase, discard and draw an RR to force an opponent to discard that many cards. ✓								Jotunheim	Realm	U	CN	4	6	—	—
Carceri	Plane	C	NE	2	8	—	—	Home Realm of Surt and Thrym.							
You may retrieve one chaotic or evil Legion from discard instead of your normal draw.								Limbo	Plane	C	CN	2	8	—	—
Caverns of Thought	Realm	R	NN	4	6	—	—	During your Resolution Phase, you may discard your entire Command Hand and draw six new cards.							
Home Realm of Isensine.								Madhouse	In. Town	R	CE	6	4	—	—
Court Under the Stars	Realm	U	CG	4	6	—	—	Mausoleum of Chronopsis	Realm	C	NN	4	6	—	—
Home Realm of the Faerie Queen Morwel.								Home Realm of Chronopsis.							
Curst	In. Town	U	NN	6	4	—	—	Mechanus	Plane	C	LN	2	8	—	—
Deepshaft Hall	In. Town	U	NN	6	4	—	—	During your Opening Phase, you may draw three cards rather than two, discarding one of your choice.							
Demonweb Pits	Realm	C	CE	4	6	—	—	Merratet	Realm	U	CN	4	6	—	—
Home Realm of Loth.								Home Realm of Bast.							
Dathion	Realm	U	NG	4	6	—	—	Minnauros the Sinking	In. Town	U	LE	6	4	—	—
Home Realm of the Gnomish Avatars.								Mines of Marsellin	Site	U	LN	5	5	—	—
Dwarven Mountain	Realm	C	NN	4	6	—	—	Mount Celestia	Plane	C	LG	2	8	—	—
Home Realm of Dugmaen Brightmantle, Dumathion, and Vergadon.								During your Resolution Phase, discard to search your draw pile for two cards and place them atop the draw pile. ✓							
Ectasy	In. Town	U	NN	6	4	—	—	Mount Olympus	P.Path	C	NN	3	7	—	—
Elshava	In. Town	R	CG	6	4	—	—	Discard to counter the effects of one Fate card. ✓							
Elysium	Plane	C	NG	2	8	—	—	Narator	R Town	U	CE	6	4	—	—
You may keep one extra card in your Command Hand for each copy of this Battlefield.								Nidavellir	Realm	U	CN	4	6	—	—
Excelsior	In. Town	U	NN	6	4	—	—	Home Realm of Had and Muamman Duathol.							
								Outlands	Plane	C	NN	2	8	—	—
								You may retrieve one Legion from discard instead of your normal draw.							
								Palace of Judgement	Realm	C	NN	4	6	—	—
								Home Realm of Yen-Wang-Yeh							

Name	Description	Type	Rarity	Alignment	VP	RR	Rating
Pandemonium	Plane	C	CE	2	8	—	—
You gain two additional reward cards when acting as a Defender in a Challenge.							
Pillar of Skulls, The	Site	U	LE	5	5	—	—
Plague-Mort	In. Town	U	NN	6	4	—	—
Plain of Infinite Portals, The Layer	C	CE	4	6	—	—	—
You may discard Plane of Infinite Portals from your Victory Pool and replace it with another Battlefield of the Abyss.							
Plains of Gallensu	Realm	U	CE	4	6	—	—
Regulus	Realm	C	LN	4	6	—	—
Home Realm of Paimus							
Release from Cora	In. Town	R	NG	6	4	—	—
Ribcage	In. Town	U	NN	6	4	—	—
Rigus	In. Town	U	NN	6	4	—	—
River Ma'at, The	Realm	C	NN	4	6	—	—
River Oceanus	P.Path	C	NN	3	7	—	—
During your Opening Phase, send to Dead-Book to force one opponent to discard entire Command Hand. Ø							
River Sux, The	P.Path	C	NN	3	7	—	—
During your Resolution Phase, discard from Victory Pool to force opponents to send six cards to discard or two cards to Dead-Book. ✓							
Semanyo's Bog	Realm	C	NN	4	6	—	—
Home Realm of Semanyo.							
Sheela Peryroyl's Realm	Realm	U	NN	4	6	—	—
Home Realm of Sheela Peryroyl.							
Ship of Chaos, The	Site	U	CE	5	5	—	—
Shra'k'lor	In. Town	R	CN	6	4	—	—
Silver Sea, The	Realm	U	LG	4	6	—	—
Smargad	Realm	U	CE	4	6	—	—
Home Realm of Marshhawk and Ramenos.							
Soat Hall	In. Town	U	NN	6	4	—	—
Spawning Stone	Site	R	CN	5	5	—	—
Spire, The	Realm	C	NN	4	6	—	—
Fate Cards have no effect in a Combat Challenge for this Battlefield.							
Straffling	In. Town	U	NE	6	4	—	—
Strangle Hall	In. Town	U	NN	6	4	—	—
Sylvania	In. Town	U	NN	6	4	—	—
Teardrop Palace	Realm	C	LE	4	6	—	—
Home Realm of Sung Chiang.							
Torch	In. Town	U	NN	6	4	—	—
Torremor	Realm	C	CN	4	6	—	—
Home Realm of Pazioel.							
Tradegate	In. Town	U	NN	6	4	—	—
Yahalla	Site	R	CN	5	5	—	—
Yanahelm	Realm	U	CN	4	6	—	—
Home Realm of the Vamir Avatars.							
Viper Wastes, The	Site	U	NE	5	5	—	—
Vorkehan	In. Town	R	LN	6	4	—	—
Wasting Tower of Khin-On	Realm	C	NE	4	6	—	—
Home Realm of Vodorther.							
Windjium	In. Town	R	CE	6	4	—	—
Winter's Hall	Realm	C	CE	4	6	—	—
Home Realm of Laki.							
Xaos	In. Town	U	CN	6	4	—	—
Yggdrasil the World Tree	P.Path	C	NN	3	7	—	—
Discard to counter the effects of one Legion power. ✓							
Ysgard	Plane	C	CN	2	8	—	—
During your Opening Phase, you may look at each players' Command Hand and discard one card from each. Ø							
Zorran, City of Shadows	In. Town	U	LN	6	4	—	—
Zrintor the Viper Forest	Site	U	CE	5	5	—	—

FATES

Name	Description	Type	Rarity	Alignment	CS	RR	Rating
Ambush!	Orders	C	—	—	5	—	—
Draw an RR and use it to replace the CS of one of your Legions.							
Animate Battlefield	Spell	U	—	—	5	—	—
Force Challenger to discard all Legions less than the VP value of the contested Battlefield.							
Armor of Invulnerability	Item	C	—	—	5	—	—
Give a Legion the Spirit Legion power							
Assassination Plot	Spell	R	—	—	5	—	—
Draw an RR and send 1-3 Warlords of your choice to discard. Ø							
Astral Conduit	Spell	C	—	—	5	—	—
Force Challenger to exchange the contested Battlefield for one in his Command Hand							
Battle-Scarred Planes	Spell	R	—	—	5	—	—
Draw an RR and send 1-3 Battlefields of your choice to discard. Ø							
Betrayal	Spell	C	—	—	5	—	—
Draw on RR and force another player to discard that many cards from their Command or Battle Hand Ø							
Blade of Loyalty	Item	C	—	—	3	—	—
Add +2 CS to a nongood Legion; +3 CS to a good Legion.							
Bladed Mace, The	Item	U	—	—	6	—	—
Add +6 CS to any non-neutral Legion; +7 CS to a neutral Legion							
Blood War Provocation	Spell	C	—	—	5	—	—
Force one unflipped baatezu Warlord and one unflipped tana'ri Warlord to flip							
Call to Arms	Spell	C	—	—	5	—	—
Shuffle your discard pile back into your draw pile.							
Cambian Mercenary	Orders	U	—	—	5	—	—
At the end of combat send one Legion to the Dead-Book instead of discard. Ø							
Charge!	Orders	C	—	—	5	—	—
Double one Legion's CS.							
Cloak of Invisibility	Magical Item	U	—	—	5	—	—
Draw an RR and add that number to the Legion's CS							



THE LADY OF PAIN



THE LADY'S WARD

The Lady of Pain & The Lady's Ward—If you think the Lady of Pain's biggest asset is her intrigue strength of 21, you haven't looked low enough—at her realm power, listed at the bottom of the card. If you're having trouble drawing a Battlefield and don't want your rivals to gain an edge, just jump into a challenge with the Lady. Then you can declare a two-turn challengeless period and restock. Now that's power!

Name Description	Type	Rarity	Alignment	CS	RR	Rating	Name Description	Type	Rarity	Alignment	CS	RR	Rating	Name Description	Type	Rarity	Alignment	CS	RR	Rating
Conclave of Generals During an Intrigue Challenge, add the IS of any or all of your Warlords. \emptyset	Orders	U	—	—	5	****	Trident of Corruption Add +6 CS to any nonevil Legion; +7 CS to an evil Legion. United Front Add the Warlord's IS to the Battle Hand's total CS.	Item	U	—	+6	0	***	Leonal CP: Send one opposing Legion of 7 CS or less to the Dead-Book. (Flip)	Guardinal	R	NG	10	0	****
Consolidation of Power If you possess at least three Battlefields from the same plane in your Victory Pool, add 5 VP to your total.	Spell	R	—	—	5	****								Light Assassin CP: Send all opponent's nongood Legions to Command Hand. \checkmark	Assassin	U	LG	9	1	***
Cranium Blast Force opponent to discard one Legion of 3 CS or less or add +3 CS to a Cranium Rot.	Spell	C	—	—	5	**								Lillend CP: Cutter	Lillend	R	CN	5	5	***
Crystal Ball Add +2 IS to a Warlord or look at the top two cards of an opponent's draw pile.	Magical Item	U	—	+2	3	**								Lopinal CP: Cutter	Guardinal	C	NG	6	4	***
Dragonscale Armor Give a Legion the Guardian power.	Item	U	—	—	5	**								Makoeater Rider CP: Counter the effects of another Legion power. \checkmark	Tiefling	U	LN	9	1	****
End Hostilities All Warlords in flip play unless their owner can draw an RR of 6 or higher for each Warlord. \emptyset	Spell	R	—	—	5	***								Malephant CP/IP: Counter the effects of another Legion power. \checkmark	Malephant	U	LN	8	2	****
Escape from Death All of your Legions that are discarded during combat go to your Command Hand instead.	Spell	C	—	—	5	****								Mazzoloth CP: Any Fate: Item card attached to this Legion is +2 CS.	Yugoloth	U	NE	9	1	***
Gate Key You may exchange the contested Battlefield for one from your Command Hand after Warlords are committed to the challenge.	Orders	U	—	—	5	**								Monodrone CP: Guardian	Modron	R	LN	1	9	**
Honorable Passing Send one opposing good Legion of 8 CS or less to the Dead-Book.	Spell	C	—	—	5	***								Mavanic Deva IP: Ade	Assassin	C	NG	8	2	****
Invite to Battle Force an opponent's Warlord to become a defender in the current Combat Challenge.	Orders	C	—	—	5	***								Mobassu CP: Berserker	Tanar'ri	C	CE	6	4	***
Lance of Pain Add +3 CS to a non-evil Legion or +4 CS to an evil Legion.	Item	C	—	+3	2	**								Nic'epana CP: Send all opponent's Legions of 3 CS or less to discard. \checkmark	Nic'epana	C	NN	6	4	***
Lost Comrade Returns Retrieve one card from the Dead-Book. \emptyset	Spell	U	—	—	5	****								Night Hag CP: Spint	Night Hag	C	NE	6	4	***
More of Misery Add +3 CS to a non-neutral Legion; +4 CS to a neutral Legion.	Item	C	—	+3	2	**								Norse Dwarves CP: Spint	Dwarves	U	LG	3	7	***
Major Transformation The Warlord becomes a Legion and uses his IS as CS. \emptyset	Spell	C	—	—	5	***								Noviera Raider CP: Force an opponent to discard a Fate. Item card from Battle Hand.	Ealdinn	C	CG	4	6	***
Modron Procession All Modrons are at +3 CS until your next Resolution Phase.	Spell	C	—	—	5	**								Nupperbo CP: Horde	Boatezu	C	LE	1	9	**
Monster Summons Draw an RR and add that many cards to your Command Hand.	Spell	C	—	—	5	****								Octon IP: Advocate	Modron	R	LN	10	0	***
Pandemonium Madness Force an untapped Warlord and its Battle Hand to flip.	Spell	C	—	—	5	**								Oread CP: Martyr	Oread	U	CG	3	7	***
Political Scapegoat Force an opponent's Warlord to participate in the current Intrigue Challenge.	Orders	C	—	—	5	**								Osluth CP: Guardian	Boatezu	U	LE	3	7	***
Powers of Evil Intervene Evil Warlord is successful despite CS or IS totals. \emptyset	Orders	U	E	—	5	****								Outsider Archer CP: Shock Troop	Human	C	LG	2	8	**
Powers of Good Intervene Good Warlord is successful despite CS or IS totals. \emptyset	Orders	R	G	—	5	****								Parai CP: Send one opposing Legion to the Dead-Book. \checkmark	Parai	R	LN	5	5	***
Powers of Neutrality Intervene Neutral Warlord is successful despite CS or IS totals. \emptyset	Orders	R	NN	—	5	****								Piscoloth IP: Advocate	Yugoloth	C	NE	8	2	***
Press Gang Retrieve a Legion card from the discard pile.	Orders	U	—	—	5	**								Quadrone CP: Shock Troop	Modron	C	LN	4	6	***
Prime Summons I Send one opposing Legion of 4 CS or less to discard.	Spell	C	—	—	5	*								Quill CP: Spint	Quill	R	NN	1	9	**
Prime Summons II Send one opposing Legion of 6 CS or less to discard.	Spell	U	—	—	5	**								Red Slood CP: Cutter	Slood	C	CN	6	4	***
Prime Summons III Send one opposing Legion of 8 CS or less to discard.	Spell	U	—	—	5	***								Rogue Modron CP: Cutter	Modron	C	LN	2	8	*
Prime Summons IV Send 1 opposing Legion of 10 CS or less or 1 Warlord of 11 IS or less to discard.	Spell	R	—	—	5	****								Shield Maidens of Odin IP: Draw an RR and retrieve that many Legions from your discard pile to your Command Hand. \checkmark	Valkyrie	R	NN	10	0	****
Protection vs. Fate Counter the effects of one Fate card.	Spell	C	—	—	5	****								Shiera Crusaders CP: Cutter	Ealdinn	C	CG	8	2	***
Protection vs. Legions Counter the effects of one Legion Power.	Spell	C	—	—	5	***								Snowhair CP: Shock Troop	Oread	U	CG	9	1	***
Protection vs. Warlords Counter the effects of one Warlord Power.	Spell	C	—	—	5	****								Spinagon CP: Shock Troop	Boatezu, Lesser	C	LE	2	8	**
Rain of Fire Send all Legions of 5 CS or less to discard. \emptyset	Spell	C	—	—	5	****								Spirit of the Air Succubus IP: Force one opposing Warlord to flip. \checkmark	Spirit	C	NN	8	2	***
Renegotiations Change a Combat Challenge to Intrigue.	Orders	C	—	—	5	***								Sword Archon IP: Diplomat	Tanar'ri	C	CE	4	6	**
Scepter of Shekelor Draw and discard a card, adding double its RR to the attached Legion's CS.	Item, ART	R	E	+?	0	****								Tiefling Amazon CP: Shock Troop	Archon	C	LG	8	2	****
Scimitar of Valor Add +6 CS to any nongood Legion; +7 CS to a good Legion.	Item	U	—	+6	0	***								Tiefling Wizard CP: Cutter	Tiefling	U	NE	3	7	***
Sneak Attack Send any flipped Warlord and its Battle Hand to discard. \emptyset	Orders	U	—	—	5	****								Tiefling Wizard CP: Add +2 CS to any Fate. Spell Tiefling Wizard uses. \checkmark	Tiefling	R	NN	7	3	***
Spell Mirror Reverse the effect of any other Fate spell just played, causing it to affect its caster instead.	Spell	C	—	—	5	***								Trumpet Archon IP: Advocate	Archon	U	LG	10	0	***
Spies in the Walls You may look at any other player's Command Hand or one Battle Hand.	Spell	C	—	—	5	***								Ursinal CP: Horde	Guardinal	U	NG	9	1	***
Spiritual Troops All Legions of one Battle Hand receive a bonus of +1 CS.	Orders	C	—	—	5	**								Vargouilles CP: Horde	Vargouilles	C	NE	2	8	*
Stolen Seal of Power Send one evil Warlord anywhere in play to Discard or send one tanar'ri Warlord to the Dead-Book. \emptyset	Orders	R	—	—	5	****								Vrock CP: Shock Troop	Tanar'ri	U	CE	9	1	***
Sword of Purity Add +4 CS to a nongood Legion, +5 CS to a good Legion.	Item	C	—	+4	1	**								Warden Archon CP: Shock Troop	Archon	C	LG	6	4	***
Tide Turns The Challenger and Defender exchange CS totals for the current combat.	Orders	C	—	—	5	****								Yagoloth CP: Gains +2 CS if no Fate. Item card is attached.	Yugoloth	U	NE	8	2	***
														Zoveri CP: Martyr	Zoveri	R	LG	5	5	***

WARLORDS

Name Description	Type	Rarity	Alignment	IS	RR	Rating
Alexoxynomak CP: Force opponent to discard a total of 6 CS worth of Legions. (Flip)	Dragon	U	LN	15	0	***
Amnizu Warden CP: Send an opposing Legion of 6 CS or less to discard. (Flip)	Boatezu	C	LE	8	7	**
Archon Guardian CP: Retrieve up to 8 CS of archon Legions.	Archon	C	LG	11	4	***
Bahamut CP/IP: Force any opposing Warlord of 12 IS or less to leave the challenge and flip.	Avatar, Dragon	C	LG	15	5	****
Blodding Hero CP: Send two opposing Legions of 5 CS or less to discard. (Flip)	Blodding	C	LN	10	5	***
Cat Lord IP: Draw an additional Hidden Ally card.	Animal Lord	C	NN	9	6	****



players guide

Name	Type	Rarity	Alignment	IS	RR	Rating
Description						

Chronopsis	Avatar, Dragon	C	CN	15	5	••
IP: Double the IS of another dragon Warlord. (Flip) RP: Send any dragon Warlord to the Dead-Book. ✓						
Corrugon Whiplord	Boatezu	C	LE	9	6	••
CP: Reduce all opposing nonevil Legions by 1 CS. (Flip)						
Darkstone the Arcanathol	Yugoloth	U	NE	11	4	•••
IP: Move two Legions to another one of your Battle Hands and add that Warlord's IS to Darkstone's.						
Deva Commander	Azsmom	C	LG	10	5	•••
IP: Discard one Legion and add its RR to the Deva Commander's IS. (Flip)						
Duchess Callisto	Guardinal	U	NG	11	4	•••
CP: Add +1 CS to each of your Legions. (Flip)						
Duke Lucan	Guardinal	U	NG	10	5	•••
CP: Send an opposing Legion of 6 CS or less to discard. (Flip)						
Duke Windhair	Guardinal	U	NG	9	6	•••
CP: Send an opposing Legion of 7 CS or less to Dead-Book. (Flip)						
Echarus	Boatezu	C	LE	11	4	•••
CP: Remove up to 6 CS of boatezu Legions from discard pile.						
Erid, Rudra's Vengeance	Marut	C	LN	12	3	••••
CP: Send opposing Warlord to the Dead-Book. ✓						
Extracri	Astral Dreadknight	C	NE	13	2	•••
IP: If defeated, send an opposing Warlord involved in the challenge to discard. ✓						
Faarnar the Slaadi King	Slaadi	C	CN	10	5	••
CP: Add +1 CS to all your Slaadi Legions. (Flip)						
Faerie Queen Marwel	Avatar, Eldrin	R	CG	13	7	••••
IP: All Eldrin in Marwel's Battle Hand add their RR to her IS total. RP: Flip 1 opposing evil Warlord in Intigue. (Flip)						
Faerimal, Queen's Consort	Eldrin	U	CG	11	4	••••
CP: Add +8 to the Battle Hand's total CS. (Flip)						
Gazza the Pit Fiend	Boatezu	C	LE	10	5	•••
CP: Remove up to three boatezu Legions (9 CS max) from discard.						
Gelugen Overlord	Boatezu	C	LE	9	6	•••
CP: Challenger must defeat your Battle Hand by at least 8 CS to capture the Battlefield.						
Grazzi	Avatar, Tamar'n	C	CE	15	5	•••
CP: Send opposing Tamar'n Legions to Dead-Book at end of combat. RP: Can be used in combat as 13 CS Legion that does not discard unless defeated.						
Gwynarwhyl the Veiled	Eldrin	C	CG	10	5	•••
IP: Force 1 evil Warlord to withdraw from the challenge. (Flip)						
Hawk Lord	Animal Lord	C	NN	12	3	•••
PP: Stack six Legions of any alignment.						
Lazzaret the Brown	Human	C	NN	8	7	•
IP: Lock at the top card of an opponent's draw pile. (Flip)						
Lizard Lord	Animal Lord	C	NN	12	3	••••
IP: Force any one Warlord to ally on your side.						
Lord Hwyna	Guardinal	U	NG	8	7	•••
CP: At the end of combat, send an opposing Legion of 4 CS minimum to the Dead-Book. (Flip)						
Lord Rhonok	Guardinal	U	NG	8	7	••
CP/IP: If defeated, discard all Fate cards from the Command Hand of an opponent in the challenge. ✓						
Lord Tenarus	Tamar'n	C	CE	10	5	•••
CP: Send one Legion of 6 CS or less to discard. (Flip)						
Marilith Colonel	Tamar'n	C	CE	10	5	•••
CP: Send one opposing Legion of at least 5 CS to Dead-Book. (Flip)						
Marisa	Human	C	CN	8	7	••••
IP: Force any Warlord except the Challenger to switch sides for one challenge. (Flip)						
Mellinos the Rakrakmai	Githzera	C	CN	10	5	•••
CP: If defeated, discard to force the contested Battlefield to be discarded. ✓						
Molydeus Magistrate	Tamar'n	C	CE	10	5	••
IP: Gains +6 IS in any challenge with a Tamar'n Warlord on the opposing side.						
Nalfeshnee Captain	Tamar'n	C	NE	10	5	•
CP: Reduce an opposing Legion by 3 CS. (Flip)						
Nycoloth Warrior	Yugoloth	C	NE	10	5	••
IP: Lock at the Command Hands of up to two opponents. (Flip)						
Old Hanniman	C	CH	12	3	••••	
IP: Discard a Fate. Item card and add twice its CS bonus to Old Hanniman's IS. (Flip)						
Pazzral	Avatar, Tamar'n	R	CE	15	5	••••
CP: If defeated, the opposing player's Command Hand is discarded. RP: If defeated, all Warlords of one opponent are flipped. (Flip)						
Phylaras	Banour	C	CG	8	7	••
IP: Prevent the use of any further Warlords' Intigue Powers. (Flip)						
Planetary General	Azsmom	C	LG	10	5	••
CP: Add 6 CS to total or send an opposing Legion of 6 CS or less to the Dead-Book. (Flip)						
Quanton Hierarch	Madron	C	LN	13	2	•••
CP/IP: Name a card category and draw a card. If it matches, add it to your hand. If not, discard it. (Flip)						

Name	Type	Rarity	Alignment	IS	RR	Rating
Description						
Quinton Hierarch	Madron	C	LN	12	3	••
PP: Monodrone Legions in Quinton Hierarch's Battle Hand gain the Horde Ability.						
Sardior	Avatar, Dragon	C	NN	15	5	••••
CP/IP: Look at an opponent's Command or Battle Hand. (Flip) RP: Cause one of your flipped Legions to retain its full CS. (Flip)						
Scion of Ibsensine	Eater of Knowledge	C	NE	9	6	••••
IP: Discard up to two cards from Battle Hand and add their CS to Scion of Ibsensine's IS.						
Talsid the Leonal Prince	Guardinal	C	NG	12	3	••••
CP: Send an opposing Warlord of 15 IS or less to the Dead-Book. ✓						
Thomstel Maedarsen	Human	U	CN	15	0	•••
IP: Switch sides in the middle of a challenge.						
Throne Archon	Archon	C	LG	11	4	••
CP: Send 2 Fate: Item cards in opposing Battle Hand to the Dead-Book. (Flip)						
Tiamat	Avatar, Dragon	R	LE	15	5	••••
IP: Draw up to five Hidden Allies and keep one. RP: Send five cards at random to the Dead Book from Battle Hand of an opponent in challenge.						
Tokkarest Mercenary	Tokkarest	R	NE	10	5	•
CP: Send two Legions of 5 CS or less back to opponent's Command Hand. (Flip)						
Tulani Champion	Eldrin	C	CG	8	7	••
CP: Send one opposing nongood Legion of 8 CS or less to the Dead-Book. (Flip)						
Tulani Warlord	Eldrin	C	CG	9	6	••
CP: Send up to three flipped cards from opposing Battle Hand to discard. (Flip)						
Urial, the Celestial Arrow	Azsmom	R	LG	14	1	••••
CP: Send one Legion and one Fate card from opposing Battle Hand to the Dead-Book. (Flip)						
Vadarkher the Ultrathol	Avatar, Yugoloth	C	NE	11	9	••••
CP: Send opponent's highest CS Legion to the Dead-Book. (Flip) RP: Send all opponent's yugoloth Legions to the Dead-Book. (Flip)						
Wolf Lord	Animal Lord	C	NN	12	3	••••
CP/IP: Look at an opponent's Command Hand or the top four cards of any player's draw pile. (Flip)						
Xerxes the Vigilant	Par	C	LN	9	6	•••
CP: If Xerxes has a sword, he may act as a Legion.						

REBELS & REINFORCEMENTS
SET- 34 cards

FATES

Name	Type	Rarity	Alignment	IS	RR	Rating
Description						
Amulet of Protection	Magical Item	Ch	—	—	5	•••
Counter the effects of one Warlord power.						
Bebiliith Sympathizer	Support	Ch	E	+4	1	••••
Add +4 CS to an evil Legion.						
Converted, The	Acolyte	Ch	—	—	5	•••
Legion becomes an Acolyte of a Warlord. Avatar.						
Crown of Protection	Magical Item	Ch	—	—	5	•••
Counter the effect of one Fate card.						
Foo Dog Pack	Support	Ch	G	+3	2	••••
Add +3 CS to a good Legion.						
Gaze of the Bodak	Spell	Ch	—	—	5	••
Draw an RR. If it is greater than target Legion's CS, that Legion goes to the Dead-Book.						
Hruggek's Symbol	Magical Item	Ch	—	—	5	••••
The Possessing Warlord may use Hruggek's IS or Combat Power.						
Legions Mutiny!	Orders	Ch	—	—	5	••••
Send all Legions and Fate cards in a Warlord's Battle-Hand to its owner's Command Hand.						
Lemure Patrol	Support	Ch	E	+3	2	••••
Add +3 CS to an evil Legion.						
Lower Planar Conscript	Orders	Ch	E	—	5	••••
Place any evil Legions into your Battle Hands and draw new cards to replace them.						
Marraenolath Skiff	Spell	Ch	—	—	5	••••
IS: Warlord gains +8 IS to conquer an evil Battlefield.						
Massacre in Baator	Spell	Ch	CE	—	5	••••
Draw an RR. That number of opposing boatezu Legions are sent to the Dead Book from all of one player's hands.						
Mephitis Swarm	Support	Ch	NN	+3	2	••••
Add +3 CS to a neutral Legion.						
Mercykiller Paladin	Support	Ch	G	+3	2	••••
Add +3 CS to a good Legion.						
Madron Sentries	Support	Ch	NN	+3	2	••••
Add +3 CS to a neutral Legion.						
Native of Sigil	Acolyte	Ch	—	—	5	•••
Legion becomes an Acolyte of any one Faction of Sigil.						
Nupperbo Host	Support	Ch	E	+5	0	••••
Add +5 CS to an evil Legion.						
Peace Compact	Orders	Ch	—	—	5	••••
Current game's victory conditions are permanently reduced by 6 VP.						
Prisoners of War	Orders	Ch	—	—	5	•••
All opposing Legions and Fates discarded in this challenge go to the Dead-Book instead.						
Ring of Protection	Magical Item	Ch	—	—	5	•••
Counter the effects of one Legion power.						
Scream of the Armanites	Support	Ch	E	+6	0	••••
Add +6 CS to an evil Legion.						
Shamble of the Rulerkin	Support	Ch	E	+3	2	••••
Add +3 CS to an evil Legion.						

Name	Type	Rarity	Alignment	CS	RR	Rating	
Description							
Shekinester's Symbol	Magical Item	Ch	—	—	5	••	
The Possessing Warlord may use Shekinester's IS or Personal Power.							
Slaadi Mob	Support	Ch	NN	+3	2	••••	
Add +3 CS to a neutral Legion							
Slaughter in the Abyss	Spell	Ch	LE	—	5	•••	
Draw an RR. That number of opposing tamar'n Legions are sent to the Dead Book from all of one player's hands.							
Tiefling Senses	Support	Ch	G	+3	2	••••	
Add +3 CS to a good Legion							
Upper Planar Recruitment	Orders	Ch	G	—	5	••••	
Place any good Legions into your Battle Hands and draw new cards to replace them.							
Yeth Hound Pack	Support	Ch	—	—	+3	2	••••
Add +3 CS to an evil Legion.							
Yugoloth Bribery	Spell	Ch	—	—	5	••	
Draw an RR. Discard an equal CS total of evil Legions. ✓							

LEGIONS

Name	Type	Rarity	Alignment	IS	RR	Rating
Description						
Bugbear Shaman	Acolyte, Bugbear	Ch	NE	3	7	••
CP: Cutter						
Tutor of the Crane	Acolyte, Naga	Ch	LE	6	4	••••
CP/IP: Send two opposing Legions (7 CS minimum) to discard. ✓						

WARLORDS

Name	Type	Rarity	Alignment	IS
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Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
Gipher Mark CP: Draw an RR and use it in place of the Legion's CS.	Acolyte	Ch	N	—	5	***
Dagger's Throw Portal Draw two cards into Command Hand during a challenge. RP: If you have the Hive Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	***
Dead Mark CP: If Legion is defeated, send an opposing Legion and Fate card to the Dead-Book.	Acolyte	R	—	—	5	**
Defier Mark CP/IP: Legion is immune to Avatar powers, replacing the Legion's normal power.	Acolyte	R	—	—	5	**
Diplomatic Treachery Send all Warlords involved in current Intrigue Challenge to the Dead-Book.	Spell	Ch	—	—	5	*****
Doomguard Mark CP: Legion can force opponent to discard all Fate: Item cards from his Battle Hand.	Acolyte	R	—	—	5	***
Equipment Disintegration Send all Fate: Item cards in one Command or Battle Hand to discard.	Spell	Ch	—	—	5	***
Erosion of Faith Send an Avatar's Battle Hand to discard or reduce Avatar's IS by 10 for the duration of one Challenge.	Spell	Ch	—	—	5	***
Factal's Favor Add +5 CS to a good Legion.	Support	U	G	+5	0	***
Foeicide Portal Draw two cards into Command Hand during a challenge. RP: If you have the Lower Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
Godsman Mark At the end of combat, send one Legion of the same CS or less to the Dead-Book.	Acolyte	R	—	—	5	**
Golden Web Portal Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
Great Blade of Tasup CP: Double the CS of the Legion. Triple the CS of the Legion if it belongs to the Harmonium faction.	Artifact	R	—	—	5	***
Guvner Mark Assigned Legion becomes lawful. If it is already lawful, it gains +3 CS.	Acolyte	Ch	L	—	5	**
Hardhead Mark CP: Legion can send two cards from opposing Battle Hand to discard.	Acolyte	Ch	L	—	5	***
Harp of Stars All Legions are at +2 CS. At end of Challenge, send one from your Battle Hand to the Dead-Book.	Artifact	R	N	—	5	***
Heartless Mark Legion can hold up to four additional Fate cards in its Battle Hand. This replaces the Legion's usual power.	Acolyte	Ch	—	—	5	***
Hidden Treasure Take three cards of your choice from your draw pile and place them in your Command Hand.	Spell	Ch	—	—	5	*****
Hope Incarnate Add +6 CS to a good Legion.	Support	U	G	+6	0	***
Indep Mark Legion is immune to Legion powers of other factions.	Acolyte	Ch	—	—	5	***
Inkwell Portal Draw two cards into Command Hand during a challenge. RP: If you have the Clerk's Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	***
Key of Pain, The CP: Play at the start of a Challenge. The Challenger automatically wins the Battlefield before Defenders are declared.	Artifact	UR	—	—	5	*****
Mazes, The Send one untipped Warlord not involved in a challenge and its Battle Hand to the Dead-Book.	Spell	Ch	—	—	5	*****
Mediator Add +5 CS to a neutral Legion.	Support	U	N	+5	0	***
Mimir IP: Draw an RR and add it to the Warlord's IS.	Magical Item	Ch	—	—	5	***
Moon's Rose Portal Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
Notice of Secundus Add +6 to a neutral Legion.	Support	U	N	+6	0	***
Portal of Pain Draw two cards into Battle Hand during a challenge. RP: If you have the Hive Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	***
Quick Escape All of your Legions discarded during Combat go to your Command Hand instead.	Spell	R	—	—	5	***
Rafatosk Glider Add +4 CS to a good Legion.	Support	U	G	+4	1	***
Red Death Mark CP: Triple the CS bonus of any Fate: Item card held by attached Legion.	Acolyte	Ch	L	—	5	***
Rest & Relaxation Target player cannot participate in challenges until his next Action Phase and is immune to any attacks or Fate cards until that time.	Orders	Ch	—	—	5	***
Scratcher, The Send all Legions involved in Combat challenge to the Dead-Book.	Spell	Ch	—	—	5	***
Sensate Mark If Legion is sent to discard, it is flipped instead. If sent to Dead-Book, it is sent to discard instead.	Acolyte	Ch	—	—	5	***
Servant Li's Request Force opponent to discard one Legion from his Command Hand or one of his Battle Hands.	Spell	Ch	—	—	5	***

Signer Mark
All Legions are treated as having the same base CS as the Legion assigned this card.

Swords' Breath Portal
Draw two cards into Command Hand during a challenge. RP: If you have the Guildhall Ward, add 10 IS to your Warlord's total.



Betrayal is a great card that pretty much stands by itself. Draw an RR and force a player to discard that many cards from either their command hand or a battle hand. Of course, knowing when to use it is key. It's best to do so during a challenge. With her thinned-out battle or command hand, it'll be nigh-impossible for your adversary to get the upper hand in the challenge.

Undead Host
Spell Ch — — 5 *****
Force the discard of all Legions of 6 CS or less from one Battle Hand. If there is a Dushman in the targeted Battle Hand, this spell fails and the Dushman gains +6 CS.

Under Arrest
Orders U — — 5 ***
Flip any Warlord and its Battle Hand. If you have Factal Sarin, target Warlord and Battle Hand go to discard instead.

LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
Agathyn Anarchist	Acolyte	C	CN	5	5	***
Amazon Guardian	—	Ch	CG	4	6	***
CP: Spirit						
Apothean Archer	Acolyte	C	NE	4	6	**
Aquallorian Sensate	Acolyte	C	NG	3	7	***
CP: Martyr						
Armanite	—	Ch	CE	4	6	***
CP: Berserker						
Aspirants	Acolyte	C	LE	2	8	*
CP: Horde						
Beholder	Acolyte	C	LE	10	0	***
Bleak Battalion	Acolyte	C	NG	10	0	***
Cynical Wizard, The	Acolyte	C	CG	7	3	***
Dabus	—	Ch	NN	7	3	***
CP/IP: If one of your Battlefields goes to discard, it returns to your Command Hand instead.						
Defiant Ones, The	Acolyte	C	N	8	2	***
IP: Advocate						
Doppelganger	Acolyte	C	NE	3	7	***
CP: Spirit						
Emerald Dragon Hatching	Acolyte	R	LN	6	4	***
Entropy League, The	Acolyte	C	CG	6	4	***
IP: Terrorist						
Foxwoman	Acolyte	C	CN	7	3	***
Gladiator of Sigil	Acolyte	C	LG	8	2	***
Glee-Bashers	Acolyte	C	CE	5	5	***
CP: Berserker						
Godsman Warrior	Acolyte	C	CN	4	6	***
CP: Spirit						
Guvner Bailiff	Acolyte	C	LE	3	7	***
CP: Guardian						
Haltling Cleric	Acolyte	C	N	3	7	**
CP: Cutter						
Hardhead Dwarves	Acolyte	C	LN	9	1	***
Harmonium						
Hezrou	Tanar'i	Ch	CE	9	1	***
IP: Parasite						
Mieracosphinx	Acolyte	R	CE	7	3	***
IP: Parasite						
Hill Giant	Acolyte	C	CN	9	1	***

Name	Type	Rarity	Alignment	CS	RR	Rating
Description						
Hin Archer	Acolyte	C	NG	5	5	***
IP: Advocate						
Hobgoblin Deader	Acolyte	C	NE	2	8	**
CP: Shock Troop						
Inquisitive Kender	Acolyte	R	NG	5	5	***
CP: Shock Troop						
Judge Arcane	Acolyte	C	LG	4	6	***
IP: Diplomat						
Larvae	Tanar'i	Ch	CE	1	9	*
CP: Horde						
Lizard Man	Acolyte	C	CE	5	5	***
CP: Cutter						
Mame	Acolyte	C	CE	1	9	*
CP: Horde						
Minor Magistrate	Acolyte	C	LN	3	7	**
Moon Dog	Acolyte	C	NG	6	4	***
CP: Shock Troop						
Ogre Mage	Acolyte	C	LE	7	3	***
Paladin	Acolyte	R	LG	5	5	***
IP: Aide						
Perished, The	Acolyte	C	LN	8	2	***
IP: Diplomat						
Rogue Modron Merchant	Acolyte	C	CN	6	4	***
Sigil's Sentries	Acolyte	C	LG	6	4	***
CP: Guardian						
Tiefling Mage-Thief	Acolyte	C	CG	5	5	***
IP: Advocate						
Trent	Acolyte	C	CG	7	3	***
Valhalla's Finest	Acolyte	R	CG	5	5	***
Vorekhan Guard	Acolyte	C	LE	7	3	***
IP: Terrorist						
Wemic Shaman	—	R	N	5	5	***
CP: Cutter						
Wererat Indep	Acolyte	C	LE	4	6	***
CP: Berserker						
Wererat of Sigil	—	Ch	LE	4	6	***
CP: Guardian						
Weretiger	Acolyte	C	N	5	5	***
CP: Spirit						

WARLORDS

Name	Type	Rarity	Alignment	IS	RR	Rating
Description						
Artus	—	R	CG	13	2	***
CP/IP: Negate or double the effects of Fate: Portal cards.						
Factal Ambar	Factal	U	NG	10	5	*****
PP: Act as an Avatar's realm, allowing the Avatar to use its realm power.						
Factal Darius	Factal	U	LN	10	5	*****
IP: Force up to two committed Warlords to ally on Darius' side. Challenger is immune.						
Factal Erin Darkflame	Factal	R	LG	12	3	***
PP: Any attack or effect on this Warlord is duplicated on another Warlord of your choice.						
Factal Hashkar	Factal	U	LN	11	4	***
CP/IP: Guess the outcome of a challenge. If you are correct, draw an additional reward card.						
Factal Karan	Factal	U	CN	9	6	***
IP: Draw an RR. If it is greater than 5, send one Warlord in the challenge to its owner's Command Hand and discard its Battle Hand.						
Factal Lhar	Factal	U	CN	10	5	**
PP: No opponent may look at Lhar's Battle Hand outside of combat.						
Factal Mallin	Factal	U	LN	8	7	***
IP: When defending, change challenge to combat between you and challenger. All other Warlords flip with no rewards.						
Factal Pantar	Factal	U	CG	9	6	***
CP: If the challenge is for a 2 VP Battlefield, destroy that Battlefield.						
Factal Rhys	Factal	U	NN	8	7	***
IP: Guess a number and draw an RR. If the guess is correct, you win the challenge.						
Factal Rowan Darkwood	Factal	R	CG	12	3	***
IP: Take a reward from another player.						
Factal Sarin	Factal	U	LG	9	6	***
CP/IP: If contested Battlefield is from Sigil, send both Warlords, their Battle Hands, and the Battlefield to discard.						
Factal Skull	Factal	U	NE	8	7	**
PP: During your Opening Phase, you may move one Legion from the Dead-Book to your discard pile.						
Factal Terrance	Factal	U	LG	9	6	**
IP: Reduce an opposing Avatar's IS by 8.						
Gomakar the Stodious	—	R	N	12	3	***
IP: Send the Battle Hand of a Warlord not involved in the current Challenge back to its owner's Command Hand.						
Omyx	—	R	CE	10	5	***
CP: Send the opposing Legion with the highest CS to the Dead-Book.						
Perigon	—	R	CG	10	5	***
CP/IP: Copy the power of any Warlord in play.						

In. Town
P. Path

VP. Victory Points
CH. Chase Card

RR. Random Result
C. Choice

E. Evil
G. Good

L. Lawful
N. Neutral

CP. Combat Power
CS. Combat Strength

D. Dead-Book
v. Discard

IP. Intrigue Power
IS. Intrigue Strength

UR. Ultra Rare



The Weenie Awards

By Rick Swan

The executive committee—consisting of...well, right now, just me—is proud to announce the winners of the first annual Weenie Awards, honoring bizarre, unbelievable, and ill-conceived achievements in game design.

All products, regardless of release date, are eligible. Due to space limitations, only a handful of the many worthy recipients can be acknowledged at this time.

The first award goes to...me.

The Knock Knock Who's There Weenie.

To the *Advanced Dungeons & Dragons* module *In Search of Dragons*. Like most roleplaying adventures, this one (designed by yours truly) features all sorts of creepy places for the players to explore. The creepiest, an abandoned laboratory in the middle of a foggy swamp, contains an imprisoned lizard man whom the players must release if they want to save the world. Trouble is, according to the map on page 33, there's no way to get inside—the designer forgot the door.

The Hurts So Good Weenie.

To the *Aftermath* roleplaying game, for its preoccupation with physical pain. Characters can suffer from rheumatism, tinnitus, or skin ulcers. An acid splash can burn out one or both eyes (determined by a die roll). Dogs can be wounded in 30 different locations, including two different parts of the tail.

The Have A Nice Day Weenie.

To the *Wraith: The Oblivion* roleplaying game. The preface reads, in part: "The stench of Death taints everything we say and do. Life is so often pointless and devoid of meaning... Our fear of death turns life into a nightmare..."

The Matter-Eater Lad Commemorative Weenie. To *Supervillains*, a comic book board game chronicling the exploits of Speedo, Electro-Thing, and Invisible Semi-Man.

The Steam-Powered Computer Weenie. To *MasterBook*. This otherwise excellent roleplaying game includes a rather curious way to manipulate numbers. Say, for instance, you want to multiply 25 by 15,000. You check the Value Chart for the appropriate ratings (7 and 21), add them (28), then locate this total on the Value Chart,

which gives the approximate result (400,000). Alternately, you can use a calculator ($25 \times 15,000 = 375,000$). The old-fashioned method, you'll notice, gives the exact answer and takes about half the effort.

The Nyah, Nyah, You Can't Get Me Weenie. To the *Star Trek* roleplaying game. According to the weapons table, shotguns and crossbows have longer ranges than phasers.

The Sands of Time Weenie. To *Sandman*—that's the game, not the comic. Players awaken on a train, unaware of who or where they are. By completing a series of adventures, they acquire clues to their identities, their actual location, and the secrets of the Sandman, a godlike entity who's pulling the strings. But the mysteries are never completely resolved. Turns out this is just *Sandman* game No. 1. All will be explained, promised the publisher, in a sequel. That was 1985. We're still waiting.

The Boldly Go Where No One Has Gone Before Weenie. To *Expendables*, the only science-fiction game—make that the only game, period—that allows players to specialize in proctology.

The Fill 'Er Up Weenie. To *Element Masters*. As is typical in roleplaying games, *Element Masters* assigns numerical ratings to its characters for attributes such as Strength, Wisdom, and Bravery. The second edition rule book also has a rating for Drinking Capacity, which can be modified by beverage numbers (shown on the Capacity Value of Drinks Table) and drunkenness levels (detailed on the Inebriation Table).

The Hundred Years War Weenie. To *Campaign for North Africa*, a World War II simulation. Arguably the most complicated game ever published, *Campaign* requires nearly 100 pages of rules, a hex map the size of a small room, and stacks of photocopied record sheets on which players must track the status of every unit in play—and there can be hundreds of them. A single turn can take a weekend to complete; an entire game runs as long as 1,500 hours. At 40 hours per week, that's about 10 months of continuous play. Get a Life Weenie, anyone?

Each honoree will receive a zircon-encrusted hot dog mounted atop a five-sided die, as soon as the procurement committee—which also consists of me—can locate a suitable manufacturer.

Rick Swan is the designer of the Sniper: Special Forces game (TSR, 1988), which, to the best of his knowledge, no one has ever played.



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